

PRIMA'S OFFICIAL STRATEGY GUIDE

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Sega Dreamcast.

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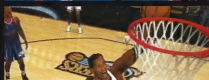


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WHAT'S INSIDE

Introduction	2
Gameplay Basics	4
Offense	9
Defense	18
Special Teams	25
Core Offensive Plays	28
Core Defensive Plays	43
The Teams	

49ers	56
Bears	60
Bengals	64
Bills	68
Broncos	72
Browns	76
Buccaneers	80
Cardinals	84
Chargers	88
Chiefs	92
Colts	96
Commanders	100
Dolphins	104
Eagles	108
Falcons	112
Giants	116
Jaguars	120
Jets	124
Lions	128
Packers	132
Panthers	136
Patriots	140
Raiders	144
Rams	148
Ravens	152
Redskins	156
Saints	160
Seahawks	164
Steelers	168
Titans	172
Vikings	176

Player Stats	180
Fantasy Draft	188
The Play Editor	190
Codes	192

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INTRODUCTION

WELCOME TO NFL 2K: PRIMA'S OFFICIAL STRATEGY GUIDE.

NFL 2K IS THE FIRST FOOTBALL GAME AVAILABLE FOR THE SEGA DREAMCAST, AND YOU COULDN'T ASK FOR ANYTHING BETTER. THE GRAPHICS ARE STUNNING AND THE PRESENTATION MAKES IT FEEL LIKE YOU'RE ACTUALLY WATCHING A REAL NFL GAME. ALL THE TEAMS, PLAYS, AND STADIUMS ARE THERE—IT'S EVERYTHING YOU EVER WANTED IN A FOOTBALL GAME. YOU CAN PLAY IN EXHIBITION, TOURNEY, SEASON, PLAYOFFS, AND FANTASY MODES. YOU EVEN GET A PRACTICE MODE SO YOU CAN BRUSH UP ON ALL OF THE PLAYS BEFORE YOU TAKE THE FIELD. AND SPEAKING OF PLAYS, THERE ARE MORE THAN 500 OF THEM TO CHOOSE FROM. IF THAT'S NOT ENOUGH, NFL 2K HAS A PLAY EDITOR SO YOU CAN MAKE YOUR OWN.

THIS GUIDE COVERS EVERY PLAY AND EVERY PLAYER, PLUS STRATEGIES AND TIPS FOR BEATING UP ON THE COMPUTER AND YOUR FRIENDS. SO PUT ON YOUR PADS AND SNAP YOUR CHINSTRAP. THIS IS FOOTBALL.



NFL 2K HAS VISUALLY AMAZING IMAGES, BUT IT'S MORE THAN JUST A PRETTY PICTURE, IT'S ONE HECK OF A FOOTBALL GAME.



CHOOSE FROM MORE THAN 500 PLAYS.



YOU CAN ALSO VARY RAIN AND WIND CONDITIONS FOR ALL OF THE REALISM YOU COULD WANT.



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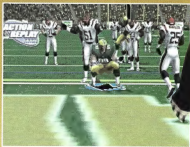
BEFORE THE SNAP YOU GET TO SEE THE BUTTON ASSIGNMENTS FOR ALL THE RECEIVERS AND THE NAMES OF THE DEFENDERS, SO YOU CAN KNOW WHOM TO AVOID IN COVERAGE.

TEAM	TEAM COMPARISON	TEAM COMPARISON
	Team Comparison	Team Comparison
Receivers	Receivers	Receivers
28	1st Down	7
12	2nd Down	8
403	Total Offense	124
215	Passing Yards	127
17.5	Avg. Yards/Attempt	9.7
28	Rushing Yards	2
1.4	Avg. Yards/Carry	0.2
123	Yards Allowed	433
133	Passing Yards Allowed	375
2	Rushing Yards Allowed	28
9	3rd Down Conversion Attempts	7
7	3rd Down Conversion %	1
72.7	4th Down Conversion Attempts	20.8
0	4th Down Conversion %	0



ALL THE STATS ARE IN THE GAME TOO. BREAK DOWN THE NUMBERS ANY WAY YOU WANT.

SO DROP BACK TO PASS, HIT THE OPEN RECEIVER, AND BE OFF TO THE RACES.



IT'S TOUCHDOWN TIME, SO CELEBRATE A LITTLE.

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GAMEPLAY BASICS

THIS BOOK COVERS EACH OF THE MAJOR PARTS OF THE GAME OF FOOTBALL: OFFENSE, DEFENSE, AND SPECIAL TEAMS. BUT YOU'LL NEED TO KNOW SOME THINGS TO NAVIGATE YOUR WAY IN AND AROUND NFL 2K. YOU CONTROL THE WEATHER, THE PLAY CALLING, AND THE DIFFICULTY OF THE GAME. READ OVER THESE PAGES TO GET THE HANG OF IT BEFORE YOU GET DOWN TO THE SPECIFICS OF THE GAME.



CONTROLLER

THE DREAMCAST HAS A DIGITAL PAD AND AN ANALOG STICK, AND THE GAME ALLOWS YOU TO USE BOTH OF THEM. THE GAME HAS A LITTLE GLITCH IN MULTIPLAYER GAMES WITH THE DIGITAL PAD. IF ONE OF THE PLAYERS USES THE DIGITAL PAD, Ⓐ WILL NOT WORK ON CERTAIN MENUS (MOST NOTABLY WHEN CALLING TIMEOUTS). SO STICK WITH THE ANALOG STICK IN MULTIPLAYER GAMES.



WATCH OUT FOR THE DIGITAL PAD, I'VE USED IT ON THE PLAY SELECT SCREENS, ONLY TO FORGET TO SWITCH TO THE ANALOG STICK ONCE THE PLAY HAS STARTED. ON OFFENSE, THAT CAUSES THE QB TO THROW THE BALL AWAY! SO JUST USE THE ANALOG STICK.

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PLAY CALLING

W
H
O
T

HIDDEN PLAY CALLING

WITH THE OPTIONAL VMU, YOU CAN CALL YOUR PLAYS OFFSCREEN SO YOUR OPPONENT CAN'T SEE WHAT YOU'RE CALLING. IF YOU DON'T HAVE A VMU, YOU CAN USE BLUFF MODE TO KEEP YOUR OPPONENT GUESSING. IF YOU HOLD  RATHER THAN TAP IT ON THE PLAY SELECT MENU, YOUR TEAM PICKS THE ORIGINAL PLAY YOU WERE ON, BUT THE MENUS STAY UP ALLOWING YOU TO SCROLL AROUND AND DECEIVE THE OTHER PLAYER.



USE THE ANALOG STICK TO NAVIGATE THE MENUS WHEN SELECTING YOUR PLAY.



THE GAME SHOWS YOU HOW THE PLAY DEVELOPS ON SCREEN.

GAMEPLAY BASICS

WEATHER



FOG OBSCURES YOUR VIEW DOWNFIELD. YOU'LL HAVE TO KEEP A SHARP EYE OUT FOR THE OPEN RECEIVER.



WHEN FIELD CONDITIONS DETERIORATE, KEEP THE BALL ON THE GROUND. A SOLID RUNNING GAME WILL HELP IN THE RAIN.



THE WIND AND RAIN CAN MAKE PASSING DIFFICULT ...



BUT ONCE THE PASS IS COMPLETE, YOU HAVE THE POTENTIAL FOR BIG GAINS. THE FOOTING IS AS EQUALLY SLIPPERY FOR THE DEFENSE: CUTTING BACK TO THE BALL IS HARD ON THE DEFENDERS AND THE SHAKY GROUND CAN GIVE YOU AN EXTRA STEP.



SHOW IN TAMPA BAY? HEY ANYTHING CAN HAPPEN WHEN YOU HAVE CONTROL OVER THE WEATHER. TO GET SNOW, TURN THE TEMPERATURE BELOW FREEZING AND TURN THE PRECIPITATION UP. PLAYING IN THE SNOW IS A LOT LIKE PLAYING IN THE RAIN ...

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KEEP THE BALL ON THE GROUND, BUT IF YOU HAVE TO THROW THE BALL, GET YOUR RECEIVER'S HANDS UP (Ⓢ) TO MAKE THE GRAB.



HIGH WINDS AFFECT THE KICKING GAME TOO. MAKE SURE YOU TAKE THE WIND INTO CONSIDERATION (THE LITTLE KON IN THE LOWER RIGHT CORNER) SO YOU CAN LINE THE KICK UP CORRECTLY.



FIELD MARKERS

NFL 2K HAS A LOT OF PRETTY NICE FEATURES. ONE OF THE ADDED LITTLE BONUSES IS THE FIRST DOWN MARKER (THE YELLOW LINE) AND THE LINE OF SCRIMMAGE (THE BLUE LINE). YOU'LL ALWAYS KNOW HOW FAR YOU HAVE TO STRUGGLE FOR THAT FIRST DOWN.

CHARGING UP

HOLDING DOWN Ⓢ CAUSES THE PLAYER THAT YOU CONTROL TO CHARGE UP. ONCE YOU GET A FULL CHARGE (THE ARROW UNDERNEATH YOUR PLAYER WILL BE FULLY ORANGE), YOU WILL BE AT MAXIMUM EFFECTIVENESS. ON OFFENSE, THE NEXT MOVE YOU MAKE (LIKE A SPIN MOVE OR A STRAIGHT-ARM) HAS THE BEST CHANCE OF WORKING. ON DEFENSE, BEING CHARGED UP GIVES YOU A BETTER CHANCE OF CAUSING A FUMBLE.



CHARGING UP (SEE THE FULL ORANGE ARROW BENEATH THE RUNNING BACK HERE) MEANS THAT YOUR PLAYER IS READY ...



... TO TAKE ON THE DEFENDER. HERE, THE RUNNING BACK SHREDS THE DEFENDER WITH A CHARGED UP STRAIGHT-ARM.



WITH THE DEFENDER CHARGED UP, THERE IS A GREATER CHANCE THE BALL WILL POP OUT FOR A FUMBLE.



CHARGING UP ON D CAN ALSO GIVE YOU THAT LITTLE EXTRA EDGE TO STOP THE OFFENSE.

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... JUST SHORT OF
THE TOUCHDOWN.

FEATHERING THE STICK

WHEN YOU HAVE THE BALL THERE IS ALWAYS A CHANCE OF FUMBLING IT. WHEN YOU HAVE THE ANALOG STICK FULLY IN ANY DIRECTION, YOUR BALL CARRIER IS CONCENTRATING ON RUNNING AT FULL SPEED. TO MINIMIZE THE CHANCE OF A FUMBLE, FEATHER THE STICK. BY HOLDING THE ANALOG STICK LESS THAN 100 PERCENT IN THE DIRECTION YOU WANT TO RUN, THE BALL CARRIER MAKES SURE HE HAS A GOOD HOLD ON THE BALL. YOU CAN STILL FUMBLE WHEN YOU DO THIS, BUT THE CHANCES ARE A LOT LOWER.



WHEN YOU ARE IN THE OPEN FIELD, PEG THE ANALOG STICK IN THE DIRECTION YOU WANT TO GO.



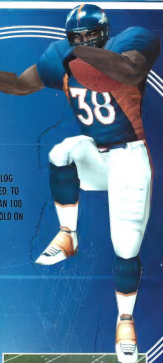
BUT WHEN YOU ARE IN TRAFFIC, FEATHER BACK A LITTLE TO REDUCE THE CHANCE OF A FUMBLE.

PASSING ICONS

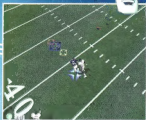
ONCE THE BALL IS IN THE AIR, THREE PASSING ICONS APPEAR ON THE FIELD. WHAT DO THEY MEAN? THE FIRST INDICATOR (THE YELLOW ONE) IS THE EARLIEST SPOT THAT EITHER THE INTENDED RECEIVER OR THE DEFENDER COULD MAKE A PLAY ON THE BALL. THE SECOND ICON (THE BLUE ONE) IS THE OPTIMUM SPOT FOR CATCHING THE BALL. YOU WANT TO BE STANDING RIGHT ON THIS INDICATOR FOR HOOK ROUTES (WHERE THE RECEIVER TURNS TO FACE THE QB). THE FINAL ICON (THE RED ONE) IS THE LAST SPOT YOU CAN CATCH OR INTERCEPT THE BALL. CATCHING IT HERE MEANS A SHOESTRING GRAB AND WILL MINIMIZE RAC (RUN AFTER CATCH).

ON OFFENSE, BE PRESSING AS YOU HIT THE FIRST ICON SO YOU CAN CATCH THE BALL IN STRIDE FOR A BIG RUN. ON DEFENSE, YOU WANT TO GET TO THAT FIRST ICON (THE YELLOW ONE) AND GET YOUR HANDS IN THE AIR, TURNING TO FACE THE QB MAXIMIZES YOUR CHANCES OF AN INTERCEPTION.

GET TO THE YELLOW ICON ON THE FIELD, TURN TO FACE THE QB, AND PRESS FOR THE BEST CHANCE OF INTERCEPTING THE PASS.



GAMEPLAY BASICS



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TUTORIAL MODE

NFL 2K HAS A GREAT LITTLE FEATURE CALLED TUTORIAL MODE. BASICALLY IT'S JUST LIKE A NORMAL GAME, BUT YOU GET ALL OF THESE GREAT TIPS TO TEACH YOU HOW TO PLAY THE GAME. YOU OWE IT TO YOURSELF TO PLAY AT LEAST ONE TUTORIAL MODE GAME, EVEN IF YOU ARE AN EXPERT FOOTBALL PLAYER. IT'S FULL OF TIPS AND EXPLANATIONS OF THE CONTROLS.



TUTORIAL MODE IS JUST LIKE A NORMAL GAME ...

... BUT IT'S FULL OF HINTS AND SUGGESTIONS LIKE THESE.

DIFFICULTY SETTINGS

THE GAME STARTS YOU OFF IN ROOKIE MODE, AND THAT'S FINE FOR WHEN YOU ARE LEARNING THE GAME. THE MOST NOTABLE DIFFERENCE BETWEEN THE SKILL LEVELS IS THE PASSING GAME. IN ROOKIE MODE, THE DEFENDERS ARE REALLY WEAK IN THE SECONDARY, MAKING PASSING A TON EASIER. ONCE YOU BUMP THE DIFFICULTY UP TO PRO OR ALL-PRO, PASSING IS A LITTLE TRICKIER. ONCE THE BALL IS IN THE AIR, TAP **[C]** TO GET CONTROL OVER THE RECEIVER AND RUN TO THE PASSING ICONS (EXPLAINED ABOVE) AND GET YOUR HANDS IN THE AIR **[X]** TO MAKE THE CATCH.



ONCE THE BALL IS IN THE AIR ...



... TAP **[C]** TO GET CONTROL OF THE INTENDED RECEIVER. RUN TO THE PASSING ICONS ON THE FIELD ...



... AND GET YOUR HANDS INTO THE AIR TO MAKE THE GRAB.



BY CATCHING THE BALL AROUND THE MIDDLE ICON (THE BLUE ONE), YOUR RECEIVER GETS THE BALL IN STRIDE AND CAN GAIN LOTS OF EXTRA YARDS AFTER THE CATCH.

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OFFENSE

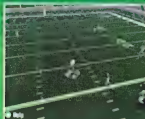
LET'S START THE BALL ON OFFENSE. SCORING IS THE OBVIOUS GOAL, BUT THERE'S MORE TO IT THAN THAT. THREE-PLAY DRIVES ARE NICE, BUT THEY ONLY TAKE 35 SECONDS OFF THE CLOCK AND YOUR OPPONENT NOW HAS THE BALL WITH PLENTY OF TIME. IT'S BETTER TO MAKE IT A 12-PLAY DRIVE AND CHEW A COUPLE OF MINUTES OFF THE CLOCK. MIX UP YOUR PLAY SELECTING AND YOU'LL BE ON TOP AT THE END OF THE GAME.



SEE HOW THE QUARTERBACKS CAN BE USED FOR BOTH THE PASS AND THE RUN. THEY ARE ALWAYS MOVING THE BALL AND ARE THE KEY TO THE OFFENSE.

THEY ARE ALWAYS MOVING THE BALL AND ARE THE KEY TO THE OFFENSE.

THEY ARE ALWAYS MOVING THE BALL AND ARE THE KEY TO THE OFFENSE.



... AND THE PASS ...

... AND THE PASS ...

OFFENSE

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FORMATIONS

TRIPS



THE QUARTERBACK RUNS WITH THE BALL
AND THE RUNNING BACK IS BEHIND HIM.

SPREAD



A WIDE-OUT ON EACH SIDE OF THE LINE, PLUS A
RECEIVER IN THE RIGHT SLOT AND A TIGHT END ON
THE LEFT.

I FORM



A POWER RUNNING FORMATION WITH THE FULL-
BACK ACTING AS A LEAD BLOCKER FOR THE HALF-
BACK.

PRO SET



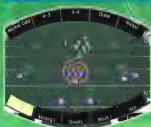
THE RUNNING BACK AND THE QUARTERBACK ARE BOTH
OFF AND BACK IN THE SLOTTING.

SHOOTER



THE QB LINES UP 7 YARDS OFF THE LINE OF
SCRAMBLE. NORMALLY A PASSING PLAY, THIS
FORMATION GIVES THE QB EXTRA TIME TO FIND
THE OPEN MAN.

PRO SLOT



INSTEAD OF A TIGHT END, THIS FORMATION GIVES
YOU A WIDE RECEIVER LINED UP IN THE SLOT. THIS
GIVES YOU THE ADVANTAGE OF A FASTER TARGET.

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STRENGTH



THIS FORMATION IS BEST USED WHEN YOU ARE IN A SHORT PASSING SITUATION. IT IS BEST USED WHEN YOU ARE IN A SHORT PASSING SITUATION.

GUARD



THIS FORMATION IS BEST USED WHEN YOU ARE IN A SHORT PASSING SITUATION. IT IS BEST USED WHEN YOU ARE IN A SHORT PASSING SITUATION.

WIDE



THIS FORMATION IS BEST USED WHEN YOU ARE IN A SHORT PASSING SITUATION. IT IS BEST USED WHEN YOU ARE IN A SHORT PASSING SITUATION.

ACE



THIS FORMATION IS BEST USED WHEN YOU ARE IN A SHORT PASSING SITUATION. IT IS BEST USED WHEN YOU ARE IN A SHORT PASSING SITUATION.

CLOCK



THIS FORMATION IS BEST USED WHEN YOU ARE IN A SHORT PASSING SITUATION. IT IS BEST USED WHEN YOU ARE IN A SHORT PASSING SITUATION.

SPECIAL



THIS FORMATION IS BEST USED WHEN YOU ARE IN A SHORT PASSING SITUATION. IT IS BEST USED WHEN YOU ARE IN A SHORT PASSING SITUATION.

GOAL LINE



THIS FORMATION IS BEST USED WHEN YOU ARE IN A SHORT PASSING SITUATION. IT IS BEST USED WHEN YOU ARE IN A SHORT PASSING SITUATION.

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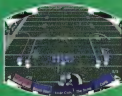
OFFENSIVE BASICS

PLAY SELECTION

- Mix up your plays. Split the number of running and passing plays evenly. You'll take some time off the clock and wear down your opponent.
- Run the ball more in the first half, so the defensive linemen get tired and worn down. The defensive backs will start to cheat by looking for the run. Now that the defense is set up, fire a bomb like Shotgun/All Streaks. Your receiver will be behind the defense and in the open for the score.
- Don't call the same play over and over again. The game has more than 500 plays to choose from. Use them. Calling the same play repeatedly will get you eaten alive.



NEED HELP PICKING A PLAY? FROM THIS SCREEN, TAP (A).



THIS HAS THE GAME RECOMMEND A PLAY FOR YOU. DON'T BE SHY, TRY OUT ALL OF THE PLAYS IN YOUR ARSENAL.



WATCH WHERE THE SAFETY IS BEFORE YOU THROW THAT PASS. HERE THE FREE SAFETY FOR THE BEARS, TONY PARRISH, IS DOUBLE COVERING THE INTENDED RECEIVER AND SWATS THE PASS AWAY.

MIX UP YOUR PLAYS AND KEEP THE AI GUESSING. YOU'LL CATCH THE COMPUTER IN THE WRONG COVERAGE, AND YOU'LL END UP WITH SIX POINTS.

AUDIBLES

Read the defense. As your quarterback approaches the line, look over the defense. If the computer (or your friend for that matter) has guessed right, switch up the play. There's no point running a halfback sweep to the right if the defense is stacked over on that side. Press (Y) to bring up your audible menu and switch the play by pressing (A), (B), or (X) to change the play.



WARNING: THE DEFENSE HAS THE LINEBACKERS STACKED ON THE LINE ON THE RIGHT-HAND SIDE. IN A PERFECT SETUP TO STOP THE HALFBACK SWEEP THAT THE OFFENSE CALLED.

TIME FOR AN AUDIBLE. PRESS (Y) TO BRING UP THE AUDIBLE MENU.

TURN A BAD SITUATION INTO A POSITIVE ONE. HERE THE FLY ROUTES PRODUCED AN OPEN MAN DOWN THE RIGHT-HAND SIDE OF THE FIELD ...

FOR THE SCORE. WAY TO GO!

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RUNNING THE BALL

RUN THE FOOTBALL! YOU COULD WIN THE GAME WITH 0 RUNNING YARDS, BUT THE SCORE IS GOING TO BE LIKE 90-64, AND THE GAMES WILL TAKE FOREVER! THE CLOCK STOPS ON AN INCOMPLETE PASS, SO MIXING IN SOME RUN PLAYS WILL KEEP THE CLOCK MOVING AND THE GAME WILL END SOONER.

RUNNING INSIDE



WHEN INSIDE RUNNING, THE DEFENSE WILL TRY TO STOP YOUR FORWARD PASS AND YOUR RUN.



WHEN INSIDE RUNNING, THE DEFENSE WILL TRY TO STOP YOUR FORWARD PASS AND YOUR RUN. TO BLUZZ THROUGH THE GAP AND GAIN THE YARDS.



WHEN INSIDE RUNNING, THE DEFENSE WILL TRY TO STOP YOUR FORWARD PASS AND YOUR RUN. TO BLUZZ THROUGH THE GAP AND GAIN THE YARDS. STRATEGIES: HURDLE (○), SPIN (○), STRAIGHT-AHEAD (○), SHOULDER CHARGE (○) AND ONE (○) TO GET THE FIRST DOWNS.

RUNNING OUTSIDE



WHEN INSIDE RUNNING, THE DEFENSE WILL TRY TO STOP YOUR FORWARD PASS AND YOUR RUN. TO BLUZZ THROUGH THE GAP AND GAIN THE YARDS. CORNER IN A HURRY, A SPEED BURST (○) WILL GET YOU THERE.



WHEN INSIDE RUNNING, THE DEFENSE WILL TRY TO STOP YOUR FORWARD PASS AND YOUR RUN. TO BLUZZ THROUGH THE GAP AND GAIN THE YARDS.



WHEN INSIDE RUNNING, THE DEFENSE WILL TRY TO STOP YOUR FORWARD PASS AND YOUR RUN. TO BLUZZ THROUGH THE GAP AND GAIN THE YARDS. YOU DOWN AT ALL YOU'LL BE IN TROUBLE.

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Control the game with the analog stick. Use the D-Pad to move the camera. Press the X button to zoom in. Press the Y button to zoom out. Press the Z button to pause the game. Press the Start button to bring up the menu.



Use the analog stick to move the player. Press the X button to pass the ball. Press the Y button to run with the ball. Press the Z button to kick the ball. Press the Start button to bring up the menu.



Use the analog stick to move the player. Press the X button to pass the ball. Press the Y button to run with the ball. Press the Z button to kick the ball. Press the Start button to bring up the menu.



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PASSING

IF YOU RUN THE BALL EVERY PLAY, THE DEFENDERS ARE GOING TO STACK THE LINE OF SCRIMMAGE AND STUFF YOU IN THE BACKFIELD. YOU HAVE TO STRIKE A BALANCE AND PASS THE BALL. USE YOUR BACKS AND THE TIGHT END TO COMPLEMENT YOUR RECEIVERS. THEY ARE ALL ELIGIBLE TARGETS, SO SPREAD THE YARDAGE AROUND A LITTLE.

WITH THE DIFFICULTY SETTING ON ROOKIE, YOU CAN JUST CHUCK THE BALL DOWN FIELD AND 9 TIMES OUT OF 10 IT WILL BE A COMPLETED PASS. IN PRO AND ALL-PRO DIFFICULTY SETTINGS, YOU'LL HAVE TO WORK A LITTLE HARDER. TAP **○** ONCE THE BALL IS IN THE AIR TO GET CONTROL OVER THE INTENDED RECEIVER AND RUN TO THE PASSING ICONS ON THE FIELD. THEN PRESS **○** TO GET YOUR HANDS UP TO CATCH THE BALL.



THE WIDE RECEIVER IS A KEY PART OF THE PASSING GAME. HE CAN CATCH THE BALL AND RUN WITH IT.



THE QUARTERBACK IS THE KEY TO THE PASSING GAME. HE CAN THROW THE BALL TO THE WIDE RECEIVER OR THE TIGHT END.



THE TIGHT END



THE FAULTS OF THE PASSING GAME ARE THAT IT CAN BE TOO SLOW AND THAT IT CAN BE TOO EASY TO DEFEND. THE PASSING GAME IS A KEY PART OF THE OFFENSE.



THE PASSING GAME IS A KEY PART OF THE OFFENSE. IT CAN BE TOO SLOW AND THAT IT CAN BE TOO EASY TO DEFEND.



THE PASSING GAME IS A KEY PART OF THE OFFENSE. IT CAN BE TOO SLOW AND THAT IT CAN BE TOO EASY TO DEFEND.

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IF YOU HAVE A SPEED MERCANTILE LIKE KANDY MOSS OF THE MINNESOTA WIKINGS, WE CAN SEPARATE FROM THE DEFENDERS ...



AND IT'S OFF TO THE RACES, BUT YOU KNOW THAT ONCE YOU ARE IN THE CLEAR ...



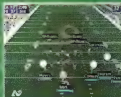
IT'S A TOUCHDOWN!



DON'T TAKE TOO LONG TO MAKE UP YOUR MIND ON A RECEIVER ...



OK, YOUR QB WALKS INTO THE THIRD DOWN, THE SACK.



LOOK OVER THE DEFENSE AND CHECK OUT YOUR RECEIVER BUTTON ASSIGNMENTS. OR (L3), BEFORE YOU HURD THE BALL, YOU CAN READ THE DEFENSE TO FIND OUT WHO WILL BE OPEN.



A PLAY ACTION PASS CAN FREEZE THE LINE-BACKERS AND THE CORNERBACKS FOR A MOMENT. YOUR RECEIVERS CAN USE THIS SLIGHT HESITATION TO GAIN SEPARATION AND GET OPEN.



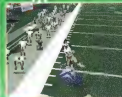
YOUR RUNNING BACKS CAN BE GREAT RECEIVERS TOO; DON'T FORGET ABOUT THEM. IF ALL OF YOUR WIDE-OUTS ARE COVERED DOWN FIELD, BUMP IT OFF TO A RUNNING BACK.



ON THIRD DOWN, MAKE SURE YOU CALL PLAYS THAT PUT YOUR RECEIVERS ON THE OTHER SIDE OF THE FIRST DOWN MARKER (THE SOLID YELLOW LINE).



THE RECEIVER LOOKS OPEN RIGHT HERE. JUST DON'T TAKE FOREVER TO GET HIM THE BALL ...



BECAUSE THE DEFENSE HAS NOTICED HIM RUNNING FREE AND HAS CLOSED THE DISTANCE TO KNOCK THE BALL DOWN.

PRIMA'S OFFICIAL STRATEGY GUIDE

MISCELLANEOUS PLAYS ON OFFENSE

THROWING THE BALL AWAY



THROWING THE BALL AWAY IS THE BEST WAY TO STOP THE CLOCK.



IF NOBODY LOOKS OPEN, DUMP THE BALL OFF (D-PAD LEFT OR RIGHT). IT'S BETTER THAN THROWING AN INTERCEPTION.

HURRY UP OFFENSE



RUNNING OUT OF TIME? WELL GET YOUR GUYS UP TO THE LINE OF SCRIMPAGE IN A HURRY BY PRESSING **△**.

SPIKING THE BALL



USE THE **△** KEYBOARD OR **DOWN** D-PAD TO SPIKE THE BALL.



THEN GO TO CLOCK/QB SPIKE BALL TO SPIKE THE BALL AND STOP THE CLOCK. YOU LOSE A DOWN WHEN YOU DO IT, BUT SOMETIMES IT'S YOUR ONLY CHOICE.

QB KNEEL



ONCE THE GAME IS IN HAND, AND YOU WANT TO SEAL THE VICTORY ...



... GO TO CLOCK/QB TAKE KNEE TO KEEP THE CLOCK RUNNING. IT'S A SAFE PLAY WHERE YOU DON'T HAVE TO WORRY ABOUT ANYTHING WRONG HAPPENING. YOU WON'T WIN POINTS WITH YOUR CHARGES WITH THIS PLAY, BUT THE CLOCK IS YOUR FRIEND. THEY'LL WANT YOU TO CHUCK IT IN THE AIR AND TO GIVE THEM A CHANCE TO MAKE AN INTERCEPTION AND GET BACK IN THE GAME.

PENALTIES



PASS INTERFERENCE ON THE DEFENSE CAN KEEP A DRIVE ALIVE. JUST MAKE SURE YOU DON'T COMMIT ANY YOURSELF (LIKE HOLDING).

SEGA
SPORTS

NFL 2K

DEFENSE

YOU'VE JUST DRIVEN DOWNFIELD FOR THE SCORE AND YOUR TEAM IS UP BY SEVEN. STRAP ON YOUR PADS AND TIGHTEN YOUR CHINSTRAP. IT'S TIME TO HIT SOMEBODY AND PLAY A LITTLE D.

KEEP IN MIND TWO THINGS. FIRST, STOP THE RUN. DENY YOUR OPPONENT A RUNNING GAME AND HE'LL FACE A TON OF THIRD-AND-LONG SITUATIONS. SO WHEN YOU'VE GOT YOUR OPPONENT IN A CERTAIN PASSING SITUATION, YOU CAN DO THE SECOND THING: PRESSURE THE QUARTERBACK. EVEN IF YOU DON'T GET THE SACK, THE QB WILL GET RID OF THE BALL BEFORE HE'S READY. HURRIED QUARTERBACKS MAKE MISTAKES. THEY THROW INTO DOUBLE COVERAGE, GIVE UP AN INTERCEPTION, OR UNDER OR OVER THROW THEIR RECEIVER.



STOP THE RUN. DENY YOUR OPPONENT A RUNNING GAME AND HE'LL FACE A TON OF THIRD-AND-LONG SITUATIONS.



STOP THE PASS. DENY YOUR OPPONENT A PASSING GAME AND HE'LL FACE A TON OF THIRD-AND-LONG SITUATIONS.



STOP THE PASS. DENY YOUR OPPONENT A PASSING GAME AND HE'LL FACE A TON OF THIRD-AND-LONG SITUATIONS.

PRIMA'S OFFICIAL STRATEGY GUIDE



SHOCKING THE OFFENSE



SHOCKING THE OFFENSE

TIP

WHEN SELECTING A DEFENSIVE PLAYER AT THE BEGINNING OF A PLAY, STICK TO A DEFENSIVE LINEMAN, OR, ON RARE OCCASIONS, A LINEBACKER. THE LINEMEN HAVE ONE GOAL: GET IN THE BACKFIELD AND GET THE SACK OR THE RUNNING BACK. EVERYONE ELSE ON THE FIELD HAS AN ASSIGNMENT IF YOU TAKE THEM AWAY FROM THEIR DESIGNATED COVERAGE. YOU COULD LEAVE A RECEIVER OPEN.

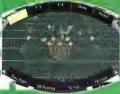
FORMATIONS

WIDE

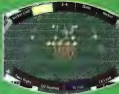
4-1

3-4

GAME



THIS FORMATION OF THREE LINEMEN, THREE LINEBACKERS, AND FIVE DEFENSIVE BACKS IS GOOD ON PASSING DOWNS WHEN THE OFFENSE HAS BIG, SLOWER RECEIVERS (FOR THE EXTRA LINEBACKER TO COVER), OR WHEN THE OFFENSE MIGHT RUN THE BALL AND YOU WANT TO HEDGE YOUR BETS.



THIS FORMATION OF FOUR DOWN LINEMEN AND THREE LINEBACKERS IS THE HEAD-AND-BUTTER FORMATION IN THE NFL. YOU CAN DEFEND AGAINST THE RUN OR THE PASS FROM THIS SET. YOUR LINEMEN ARE RESPONSIBLE FOR ALL THE PRES-SURE ON THE QB, SO MAKE SURE YOU HAVE GOOD ONES.



THREE DOWN LINEMEN AND FOUR LINEBACKERS IS THE EXACT OPPOSITE OF THE PREVIOUS FORMATION, BUT IT STILL CAN GET THE JOB DONE AGAINST THE PASS AND THE RUN. THIS DEFENSIVE SCHEME IS USED BY NFL TEAMS THAT HAVE A STRONG INTERIOR LINEMAN (THE NOSE TACKLE) AND A PLETHORA OF GOOD LINEBACKERS.



FOUR LINEMEN, ONE LINEBACKER, AND SIX DEFENSIVE BACKS ARE USED WHEN THE PLAY IS ALMOST CERTAINLY A PASS. PLAY THE EXTRA DB HELPS WITH WHEN YOU HAVE TO DEFEND A SPREAD FORMATION WITH FOUR AND FIVE RECEIVABLE PLAYERS.

DEFENSE

NICKEL

GOAL LINE

SPECIAL



THIS FORMATION OF FOUR LINEMEN, TWO LINEBACKERS, AND FIVE DEFENSIVE BACKS IS USED IN THE NFL ON OBVIOUS PASSING DOWNS AND AGAINST OFFENSES WITH THREE AND FOUR WIDE-OUTS. THERE AREN'T MANY PEOPLE TO RUSH THE QB, SO YOUR LINEMEN BETTER BE ABLE TO APPLY THE PRESSURE.



EVERYONE IS STACKED AT THE LINE OF SCRIMMAGE. THIS IS THE DEFENSE TO CALL WHEN YOU'RE BACKED UP IN THE RED ZONE WITH NO MORE YARDAGE TO GIVE. IT'S ALSO A GOOD CALL WHEN YOU EXPECT A QUARTERBACK SNEAK.



FORMATIONS FOR RETURNING PUNTS AND BLOCKING FIELD GOALS AND PUNTS CAN BE FOUND IN THE SPECIALS SECTION.

SEGA
SPORTS

NFL 2K



SWARM TO THE FOOTBALL IF THE BALL CARRIER
THROWS ONE TACKLER, HIS TEAMMATES CAN PILE ON
AND STOP HIM.



DIVE FOR THE RUNNER IF HE GETS OUTSIDE OF
YOU (PRESS **X**), IF YOU CAN SLOW HIM DOWN,
THE OTHER DEFENDERS CAN CATCH UP AND FINISH
HIM OFF.

DIVING



IF YOU'RE FORMING A LINE, PRESS **X**!



MAKE SURE YOU ARE GOING TO GET HIM. IF
YOU DON'T, IT COULD MEAN A TOUCHDOWN.

SWIM MOVE



GETTING FUR AND RUNNING TOGETHER WILL BE ONE OF
THE MOST IMPORTANT THE BALL CARRIER



IS THE SWIM MOVE. **ON 1 & 2**

PRIMA'S OFFICIAL STRATEGY GUIDE

DEFENDING THE RUN

IF THE FIRST STEP IS TAKING AWAY THE RUN, WHAT'S THE BEST WAY TO DO IT? HAVING A DEFENDER IN THE BACKFIELD BEFORE THE BALL IS SNAPPED WOULD BE A GOOD ANSWER, BUT THEN YOU'D GET CALLED FOR BEING OFFSIDES. SO DO THE NEXT BEST THING AND GET INTO THE BACKFIELD AS SOON AS POSSIBLE.

GANG TACKLING



RUNNING BACKS IN THE NFL ARE POWERFUL ATHLETES. THE FIRST DEFENDER HOLDS UP THE BACK WHILE A TEAMMATE



FINISHES HIM OFF.



THE BACK HAS A FULL HEAD-OF-STEAM, SO THIS CORNERBACK CAN'T HOPE TO STOP HIM. SO TACKLE WITH @



... AND HOLD ON FOR DEAR LIFE UNTIL THE REST OF THE TEAM SHOWS UP.



DEFENSE

EXPLODING THROUGH THE LINE



STAYING IN A POSITION WHERE THE BACK RUNNING BACK CAN'T GET THE BALL AWAY FROM HIM.



STAYING IN A POSITION WHERE THE BACK RUNNING BACK CAN'T GET THE BALL AWAY FROM HIM.



STAYING IN A POSITION WHERE THE BACK RUNNING BACK CAN'T GET THE BALL AWAY FROM HIM.



STAYING IN A POSITION WHERE THE BACK RUNNING BACK CAN'T GET THE BALL AWAY FROM HIM.

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NFL 2K

UP THE GUT



WHEN YOUR OPPONENT IS RUNNING IT UP THE GUT, MAKE SURE YOU ALTERNATE PRESSING (R) TO SELECT THE NEAREST DEFENSIVE LINE (D) TO TACKLE.



EVENTUALLY THE BALL CARRIER WILL GET CLOSE ENOUGH TO YOUR DEFENDERS FOR THE TACKLE.

LINE SHIFTS



WANT AN EXTRA ADVANTAGE? TRY A LINE SHIFT: PRESS (L) OR (R) WITH A LINEMAN SELECTED.



YOUR LINEMEN WILL MOVE EITHER LEFT OR RIGHT. THIS CAN GIVE YOU A SLIGHT ADVANTAGE, AS YOUR PLAYERS LINE UP OFFSET FROM THEIR OFFENSIVE COUNTERPARTS.

DEFENDING THE PASS

All right, you defended the run for two downs. Now it's third and long and you need one more stop. The offense is in a four wide-out set and the QB can see the first down marker. Here's how to make it four and out instead of a long drive down the field.

PRESSURE THE QB



GET IN THE BACKFIELD ANY WAY YOU CAN. USE THE SWIM MOVE (L) OR (R) AFTER THE SNAP, BLAST THROUGH YOUR OPPONENTS (TAP (S)) OR USE LINE SHIFTS (L) OR (R) BEFORE THE SNAP TO GET PAST THE OFFENSIVE LINE.



EVEN IF YOU DON'T SACK THE QB, HE'LL BE FORCED TO DUMP OFF THE BALL QUICKLY. HE'LL THROW AN INCOMPLETION, DUMP IT OFF TO THE BACK WHO CAN BE HIT FOR A LOSS, OR THROW AN INTERCEPTION—THREE THINGS THAT MEAN POSITIVE RESULTS FOR YOU.

PRIMA'S OFFICIAL STRATEGY GUIDE

USE LINEMEN



BEFORE THE SNAP, MAKE SURE YOU HAVE A LIVE MAN SELECTED. YOU DON'T WANT A LINEBACKER OR DEFENSIVE BACK UNLESS YOUR ASSIGNMENT IS TO BLITZ THE QUARTERBACK. IF YOU PULL A DEFENDER OFF AN ASSIGNMENT, A HIGHLIGHTER COULD RUN FREE PAST YOUR COMMANDER.

SWATTING DOWN THE PASS



WHEN YOU WANT TO STOP A PASS, YOU CAN TRY TO SWAT IT DOWN. BUT YOU HAVE TO BE CLOSE TO THE PASSER. IF YOU'RE TOO FAR AWAY, YOU'LL JUST GET A HIGHLIGHTER.

IF YOU WANT TO SWAT A PASS, YOU HAVE TO BE CLOSE TO THE PASSER.

IF YOU WANT TO SWAT A PASS, YOU HAVE TO BE CLOSE TO THE PASSER. IF YOU'RE TOO FAR AWAY, YOU'LL JUST GET A HIGHLIGHTER.

INTERCEPTIONS



WHEN YOU WANT TO STOP A PASS, YOU CAN TRY TO SWAT IT DOWN.

INTERCEPTION:

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NFL 2K

COVERAGE SACKS



MAKE SURE EVERYONE IS COVERED DOWNFIELD ON MAN-TO-MAN DEFENSE (WORKS WELL FOR THIS) AND YOU COULD WIND UP ...



... WITH A COVERAGE SACK, THE OFFENSIVE LINE CAN ONLY HOLD YOUR DEFENSIVE LINEMAN OFF FOR SO LONG, SO YOUR QB JUST NEED TO WAKE UP THE QB WAIT TOO LONG!

SACKS



NORMAL SACKS ARE POSSIBLE TOO, TAKE A LINEMAN AND WEAVE THROUGH THE OFFENSIVE LINE ...



... TO PUT THE QB ON HIS BACK.

KNOCKING THE BALL OUT



YOU CAN ALSO TRY TO KICK THE BALL OUT OF THE HANDS OF A WRITER OR A RUNNING BACK BY HITTING THEM IN THE HANDS OR FEET.



THE WRITER WON'T HAVE PROTECTION AGAIN, SO YOU CAN KICK THE BALL OUT OF HIS HANDS IF YOU GET THERE TOO EARLY.



... YOU'LL GET CALLED FOR PASS INTERFERENCE, AN AUTOMATIC FIRST DOWN.

PRIMA'S OFFICIAL STRATEGY GUIDE

SPECIAL TEAMS



FOOTBALL IS MADE UP OF THREE PARTS: OFFENSE, DEFENSE, AND SPECIAL TEAMS. AND WHILE ALL THE ATTENTION IS PLACED ON OFFENSE AND DEFENSE, SPECIAL TEAMS CAN PLAY AN EXCITING AND CRUCIAL ROLE IN THE OUTCOME OF A GAME. THINK OF THE WAY A PUNT OR KICK RETURN FOR A TOUCHDOWN CAN TURN A GAME AROUND AND GET THE FANS ON THEIR FEET.

PUNT OR KICK RETURN

PUNT OR KICK RETURNS ARE A LOT ALIKE. THE MAIN OBJECTIVE IS TO MAKE THAT FIRST DEFENDER MISS AND EXPLODE DOWN THE SIDELINES. CONCENTRATE ON MOVING THE BALL STRAIGHT UP THE FIELD RATHER THAN LEFT AND RIGHT. YOU'RE NOT GAINING ANY YARDAGE BY MOVING SIDEWAYS, AND IT GIVES THE DEFENSE A CHANCE TO GET TO YOU.



THE NEW RECORDS OF A PUNT RETURN: 100 YARDS



LETTING THE BALL GO



THE BALL IS IN THE AIR

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NFL 2K



WHEN YOU ARE ON THE COVERAGE TEAM ON A
MIDFIELD LINE PLAY, GET DOWNFIELD IN A HURRY!
[KICK] [LAPING] [GO]



GET LIKE A BULLET TO BALL CARRIER.



DIVE FOR THE TACKLE: PRESS [X].

KICKOFFS AND PUNTS

FIELD POSITION IS A KEY STAT IN THE NFL. HOW FAR DOES
THE OFFENSE HAVE TO DRIVE DOWNFIELD FOR THAT
SCORE? GIVE YOUR DEFENSE THE BEST CHANCE
WITH GOOD KICKOFFS AND PUNTS THAT
PIN YOUR OPPONENTS DEEP IN THEIR
OWN ZONE.



TAKE THE FIRST KICKOFF TO THE FIELD.
IF YOU COMMIT A FAULT, YOUR OPPONENT
TAKES IT.



FOR PUNTS, THE BALL CARRIER MUST BE
STANDING AND HAVE THEIR FEET MOVING.
THE BALL FLYS AT IT.



FOR KICKOFFS, BALL IN THE CENTER OF FIELD
TAKES BALL AWAY.



IF YOU COMMIT A FAULT, YOUR OPPONENT
TAKES THE BALL ON THEIR OWN 40-YARD LINE.

PRIMA'S OFFICIAL STRATEGY GUIDE

FIELD GOALS AND EXTRA POINTS

YOUR PLACEKICKER HAS A LOT ON HIS SHOULDERS. YOU'RE IN THE FINAL SECONDS AND A FIELD GOAL WILL WIN THE GAME. THERE ARE 60,000 FANS ON THEIR FEET SCREAMING FOR HIM TO MISS. IT TAKES NERVES OF STEEL TO MAKE THAT KICK IN REAL LIFE. IN NFL 2K IT'S UP TO YOU TO LINE IT UP AND PUT IT THROUGH THE UPRIGHTS.



FOR LONGER FIELD GOALS, GO FOR A LOWER TRAJECTORY. LONGER FIELD GOALS, GO FOR A LOWER TRAJECTORY. YOU'LL HAVE A BETTER CHANCE OF NAILING THAT 50-YARDER, BUT THE DEFENSE ALSO HAS A BETTER CHANCE OF BLOCKING THE KICK.

FOR SHORTER FIELD GOALS, GO FOR A HIGHER TRAJECTORY. SHORTER FIELD GOALS, GO FOR A HIGHER TRAJECTORY. YOU'LL HAVE A BETTER CHANCE OF NAILING THAT 30-YARDER, BUT THE DEFENSE ALSO HAS A BETTER CHANCE OF BLOCKING THE KICK.

Two-Point Conversion

IN 1995, THE NFL ADDED THE TWO-POINT CONVERSION. RATHER THAN KICK THE EXTRA POINT, THE OFFENSE CAN GO FOR TWO BY EITHER RUNNING OR PASSING THE BALL INTO THE END ZONE.

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TWO-POINT CONVERSION ON THE 2-YARD LINE AND YOU'VE GOT ONE CHANCE TO PLUMP IT INTO THE END ZONE. HERE, THE FULLBACK GETS SEPARATION FROM THE QB AND CATCHES A PASS AT THE BACK OF THE END ZONE.

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NFL 2K

CORE OFFENSIVE PLAYS

EACH TEAM HAS ITS OWN PLAYBOOK, BUT MORE THAN 100 PLAYS ARE COMMON TO EACH OF THEM. IF YOU WANT TO TAKE ON YOUR FRIENDS, YOU'LL NEED TO BE FAMILIAR WITH THESE PLAYS. MASTER THEM AND YOU CAN TAKE ON ALL CHALLENGERS TO YOUR FOOTBALL CROWN, NO MATTER WHAT TEAM THEY TRY TO GIVE YOU.

IT'S ALSO A GOOD IDEA TO GET FAMILIAR WITH THE BASICS IF YOU PLAN ON USING THE VMU FOR PLAY CALLING. YOU ONLY GET THE PLAY NAMES ON THE LITTLE VMU SCREEN, SO YOU SHOULD COMMIT ABOUT A DOZEN OF THESE PLAYS TO MEMORY.



THINK THE BALL IS BEING PICKED UP BY THE DEFENSE AND THE PLAY IS OVER. IT'S A GREAT WAY TO STOP THE GAME AND GET A PLAY STOP.



THROW BACK TO THE LINE AND GET THE BALL.



LEARN TO READ THE DEFENSE SO YOU WON'T HAVE TO WORRY ABOUT GETTING HURT IN THE GAME WITH AN INTERCEPTION.

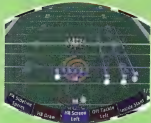
NOTE

- The plays are grouped by formation.
- The primary receiver or running back has the red line outlining his movement pattern. The players with blue lines are options in case the primary receiver is covered.
- PA in a play name stands for play action fake. The QB fakes a handoff to the running back and then throws downfield. Teams do this after running the ball to get the defensive backs to momentarily ignore the receivers and get open.
- The comments about these plays assume that you are using Maximum Passing mode. It's the only way to bust up the defenders' coverage.
- Any directions given about controller movements assume that you are executing the play the way it is shown (not flipped).

PRIMA'S OFFICIAL STRATEGY GUIDE

TRIPS

HB SCREEN LEFT



THREE RECEIVERS LINE UP ON THE RIGHT AND THE SCREEN IS TO THE LONG HALFBACK TO THE LEFT. CHECK THE DEFENSE; IF THERE IS AN EXTRA DB ON THE LEFT HAND SIDE, SWING ONE RECEIVER IN WOTION SO YOU CAN GET AN EXTRA BLOCKER.

HB PASS LEFT



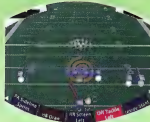
IT'S THE SAME FORMATION AS HB SCREEN LEFT, BUT RATHER THAN A PASS, IT'S A PITCH TO THE HALF-BACK. DON'T SEND THE RECEIVER IN MOTION; THIS PLAY DEVELOPS TOO QUICKLY. TAP AS SOON AS THE HANDOFF IS MADE, MAKING THE FIRST TACKLER MISS IS THE KEY.

HB DUMM



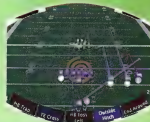
THIS PLAY IS A BASIC DRAW UP THE MIDDLE. FOR THIS PLAY TO WORK, YOUR OFFENSIVE LINE MUST OPEN UP ONE OF TWO HOLES. YOUR CHANCE FOR A BUNCH OF YARDS WILL EITHER BE TO THE LEFT OR RIGHT OF YOUR CENTER.

HB TRUCK LEFT



YOU MUST HAVE A STRONG OFFENSIVE LINE FOR THIS PLAY TO WORK. THE RECEIVER IN MOTION DOESN'T HELP THE RUN PLAY. YOUR BIGGEST WORRY IS BLOCKING THE OUTSIDE LEFT LINE-BACKER. FORGET TO BLOCK HIM AND YOU'LL GET HB FOR A LOSS.

HB TRUCK RIGHT



THE PRIMARY RECEIVER IS THE FAR RIGHT WIDE RECEIVER, WHO RUNS OUT AND COMES BACK TO THE QB. THIS PLAY WORKS BEST AGAINST ZONE DEFENSES WHERE THE CORNERBACKS ARE PLAYING OFF THE RECEIVER. THE BEST WAY TO HIT THE PRIMARY RECEIVER IS TO DUMP THE BALL OFF AS SOON AS IT'S WRUNG. MAKE SURE YOU READ THE DEFENDER THOUGH. IF THE DEFENSE IS IN MAN-TO-MAN RATHER THAN ZONE, IT WILL BE AN INTERCEPTION AND A POINTS-FOR THE OTHER TEAM.

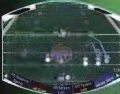
PA MIDDLE CROSS



THIS PLAY WORKS GREAT WITH MAXIMUM PUSING AND AGAINST ALL DEFENSES. LEAD THE RECEIVER (ANALOG STICK LEFT) AS YOU HIT THE WIDE-OUT RUN AFTER THE CATCH. IF YOU DON'T LEAD HIM, YOU'RE ASKING FOR TROUBLE AS YOU PASS INTO A SEA OF DEFENDERS.

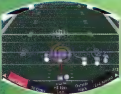
NFL 2K

INTAKE SLANT



THE INTAKE SLANT ROUTE IS A KEY PLAY FOR THE OFFENSE. IT'S A SLANT ROUTE THAT THE WR RUNS TOWARD THE END ZONE. THE QB THROWS THE BALL TO THE WR, WHO CATCHES IT AND RUNS IT INTO THE END ZONE. THE RB RUNS A SLANT ROUTE TOWARD THE END ZONE. THE QB THROWS THE BALL TO THE RB, WHO CATCHES IT AND RUNS IT INTO THE END ZONE. THE WR RUNS A SLANT ROUTE TOWARD THE END ZONE. THE QB THROWS THE BALL TO THE WR, WHO CATCHES IT AND RUNS IT INTO THE END ZONE.

HB TRAP



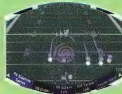
THIS IS A KEY PLAY FOR THE OFFENSE. IT'S A TRAP ROUTE THAT THE RB RUNS TOWARD THE END ZONE. THE QB THROWS THE BALL TO THE RB, WHO CATCHES IT AND RUNS IT INTO THE END ZONE. THE WR RUNS A TRAP ROUTE TOWARD THE END ZONE. THE QB THROWS THE BALL TO THE WR, WHO CATCHES IT AND RUNS IT INTO THE END ZONE.

TE CROSS



THIS IS A KEY PLAY FOR THE OFFENSE. IT'S A CROSS ROUTE THAT THE TE RUNS TOWARD THE END ZONE. THE QB THROWS THE BALL TO THE TE, WHO CATCHES IT AND RUNS IT INTO THE END ZONE. THE RB RUNS A CROSS ROUTE TOWARD THE END ZONE. THE QB THROWS THE BALL TO THE RB, WHO CATCHES IT AND RUNS IT INTO THE END ZONE.

PA SIDELINE SPRINT



THIS IS A KEY PLAY FOR THE OFFENSE. IT'S A SIDELINE SPRINT ROUTE THAT THE WR RUNS TOWARD THE END ZONE. THE QB THROWS THE BALL TO THE WR, WHO CATCHES IT AND RUNS IT INTO THE END ZONE. THE RB RUNS A SIDELINE SPRINT ROUTE TOWARD THE END ZONE. THE QB THROWS THE BALL TO THE RB, WHO CATCHES IT AND RUNS IT INTO THE END ZONE.

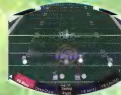
END AROUND



THE END AROUND IS A KEY PLAY FOR THE OFFENSE. IT'S A KEY PLAY THAT THE WR RUNS TOWARD THE END ZONE. THE QB THROWS THE BALL TO THE WR, WHO CATCHES IT AND RUNS IT INTO THE END ZONE. THE RB RUNS A KEY PLAY TOWARD THE END ZONE. THE QB THROWS THE BALL TO THE RB, WHO CATCHES IT AND RUNS IT INTO THE END ZONE.

PRO SET

FB BLAST



THIS IS A KEY PLAY FOR THE OFFENSE. IT'S A BLAST ROUTE THAT THE RB RUNS TOWARD THE END ZONE. THE QB THROWS THE BALL TO THE RB, WHO CATCHES IT AND RUNS IT INTO THE END ZONE. THE WR RUNS A BLAST ROUTE TOWARD THE END ZONE. THE QB THROWS THE BALL TO THE WR, WHO CATCHES IT AND RUNS IT INTO THE END ZONE.

FB OFF CENTER



THIS IS A KEY PLAY FOR THE OFFENSE. IT'S A KEY PLAY THAT THE RB RUNS TOWARD THE END ZONE. THE QB THROWS THE BALL TO THE RB, WHO CATCHES IT AND RUNS IT INTO THE END ZONE. THE WR RUNS A KEY PLAY TOWARD THE END ZONE. THE QB THROWS THE BALL TO THE WR, WHO CATCHES IT AND RUNS IT INTO THE END ZONE.

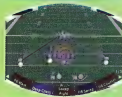
DRAW



THIS IS A KEY PLAY FOR THE OFFENSE. IT'S A DRAW ROUTE THAT THE RB RUNS TOWARD THE END ZONE. THE QB THROWS THE BALL TO THE RB, WHO CATCHES IT AND RUNS IT INTO THE END ZONE. THE WR RUNS A DRAW ROUTE TOWARD THE END ZONE. THE QB THROWS THE BALL TO THE WR, WHO CATCHES IT AND RUNS IT INTO THE END ZONE.

PRIMA'S OFFICIAL STRATEGY GUIDE

DEEP CROSS



THE DEEP CROSS PLAY IS A POWERFUL OFFENSIVE WEAPON. IT CAN BE USED TO STRETCH THE DEFENSE AND OPEN UP THE FIELD FOR OTHER PLAYS. THE QB SHOULD LOOK FOR THE WR TO GET BEHIND THE DB AND THROW A DEEP PASS. IF THE DB IS IN POSITION TO STOP THE PASS, THE QB SHOULD THROW A SHORT PASS TO THE RB OR A PUNT.

SWEEP RIGHT



THE SWEEP RIGHT PLAY IS A POWERFUL OFFENSIVE WEAPON. IT CAN BE USED TO STRETCH THE DEFENSE AND OPEN UP THE FIELD FOR OTHER PLAYS. THE QB SHOULD LOOK FOR THE RB TO GET BEHIND THE DB AND THROW A DEEP PASS. IF THE DB IS IN POSITION TO STOP THE PASS, THE QB SHOULD THROW A SHORT PASS TO THE RB OR A PUNT.

SLANTS



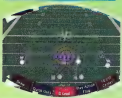
THE SLANT PLAY IS A POWERFUL OFFENSIVE WEAPON. IT CAN BE USED TO STRETCH THE DEFENSE AND OPEN UP THE FIELD FOR OTHER PLAYS. THE QB SHOULD LOOK FOR THE RB TO GET BEHIND THE DB AND THROW A DEEP PASS. IF THE DB IS IN POSITION TO STOP THE PASS, THE QB SHOULD THROW A SHORT PASS TO THE RB OR A PUNT.

CONVEY OUTS



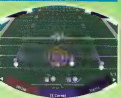
THE CONVEY OUTS PLAY IS A POWERFUL OFFENSIVE WEAPON. IT CAN BE USED TO STRETCH THE DEFENSE AND OPEN UP THE FIELD FOR OTHER PLAYS. THE QB SHOULD LOOK FOR THE RB TO GET BEHIND THE DB AND THROW A DEEP PASS. IF THE DB IS IN POSITION TO STOP THE PASS, THE QB SHOULD THROW A SHORT PASS TO THE RB OR A PUNT.

G LEAD



THE G LEAD PLAY IS A POWERFUL OFFENSIVE WEAPON. IT CAN BE USED TO STRETCH THE DEFENSE AND OPEN UP THE FIELD FOR OTHER PLAYS. THE QB SHOULD LOOK FOR THE RB TO GET BEHIND THE DB AND THROW A DEEP PASS. IF THE DB IS IN POSITION TO STOP THE PASS, THE QB SHOULD THROW A SHORT PASS TO THE RB OR A PUNT.

TE CORNER



THE TE CORNER PLAY IS A POWERFUL OFFENSIVE WEAPON. IT CAN BE USED TO STRETCH THE DEFENSE AND OPEN UP THE FIELD FOR OTHER PLAYS. THE QB SHOULD LOOK FOR THE TE TO GET BEHIND THE DB AND THROW A DEEP PASS. IF THE DB IS IN POSITION TO STOP THE PASS, THE QB SHOULD THROW A SHORT PASS TO THE TE OR A PUNT.

PA FLAG



THE PA FLAG PLAY IS A POWERFUL OFFENSIVE WEAPON. IT CAN BE USED TO STRETCH THE DEFENSE AND OPEN UP THE FIELD FOR OTHER PLAYS. THE QB SHOULD LOOK FOR THE RB TO GET BEHIND THE DB AND THROW A DEEP PASS. IF THE DB IS IN POSITION TO STOP THE PASS, THE QB SHOULD THROW A SHORT PASS TO THE RB OR A PUNT.

HB SWING



THE HB SWING PLAY IS A POWERFUL OFFENSIVE WEAPON. IT CAN BE USED TO STRETCH THE DEFENSE AND OPEN UP THE FIELD FOR OTHER PLAYS. THE QB SHOULD LOOK FOR THE RB TO GET BEHIND THE DB AND THROW A DEEP PASS. IF THE DB IS IN POSITION TO STOP THE PASS, THE QB SHOULD THROW A SHORT PASS TO THE RB OR A PUNT.

HB COUNTER



THE HB COUNTER PLAY IS A POWERFUL OFFENSIVE WEAPON. IT CAN BE USED TO STRETCH THE DEFENSE AND OPEN UP THE FIELD FOR OTHER PLAYS. THE QB SHOULD LOOK FOR THE RB TO GET BEHIND THE DB AND THROW A DEEP PASS. IF THE DB IS IN POSITION TO STOP THE PASS, THE QB SHOULD THROW A SHORT PASS TO THE RB OR A PUNT.

IS COUNTING LEFT



G LEAD RIGHT



CENTER DRAW



BOUNCE OUTSIDE



THE MAG



PA TE CROSS



PA DIG



HB OPTION



PRIMA'S OFFICIAL STRATEGY GUIDE

TE SEAM



THE TE SEAM IS THE WINGSTRIKER'S BEST FRIEND. BUT BE CAREFUL: PLAYING DOWN THE SEAM CAN BE A DOUBLE-EDGED SWORD. IF YOU DON'T HAVE A GOOD WINGSTRIKER, THE DEFENSE WILL BE THE FIRST TO ATTACK YOU. IF YOU DO, THE TE SEAM IS THE BEST WAY TO GET THE BALL INTO THE GOAL.

SWEEP LEFT



THE SWEEP LEFT IS A GREAT STRATEGY FOR TEAMS THAT ARE WEAK ON THE RIGHT SIDE OF THE FIELD. IT'S A GOOD WAY TO GET THE BALL INTO THE GOAL, BUT IT CAN BE A DOUBLE-EDGED SWORD. IF YOU DON'T HAVE A GOOD WINGSTRIKER ON THE LEFT, THE DEFENSE WILL BE THE FIRST TO ATTACK YOU.

SPREAD

MIDDLE DELAY



THE SPREAD MIDDLE DELAY IS A GREAT STRATEGY FOR TEAMS THAT ARE WEAK ON THE RIGHT SIDE OF THE FIELD. IT'S A GOOD WAY TO GET THE BALL INTO THE GOAL, BUT IT CAN BE A DOUBLE-EDGED SWORD. IF YOU DON'T HAVE A GOOD WINGSTRIKER ON THE LEFT, THE DEFENSE WILL BE THE FIRST TO ATTACK YOU.

WIDE POST



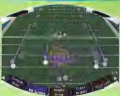
THE SPREAD WIDE POST IS A GREAT STRATEGY FOR TEAMS THAT ARE WEAK ON THE RIGHT SIDE OF THE FIELD. IT'S A GOOD WAY TO GET THE BALL INTO THE GOAL, BUT IT CAN BE A DOUBLE-EDGED SWORD. IF YOU DON'T HAVE A GOOD WINGSTRIKER ON THE LEFT, THE DEFENSE WILL BE THE FIRST TO ATTACK YOU.

OFF TACKLE



THE OFF TACKLE IS A GREAT STRATEGY FOR TEAMS THAT ARE WEAK ON THE RIGHT SIDE OF THE FIELD. IT'S A GOOD WAY TO GET THE BALL INTO THE GOAL, BUT IT CAN BE A DOUBLE-EDGED SWORD. IF YOU DON'T HAVE A GOOD WINGSTRIKER ON THE LEFT, THE DEFENSE WILL BE THE FIRST TO ATTACK YOU.

HB SCREEN



THE HB SCREEN IS A GREAT STRATEGY FOR TEAMS THAT ARE WEAK ON THE RIGHT SIDE OF THE FIELD. IT'S A GOOD WAY TO GET THE BALL INTO THE GOAL, BUT IT CAN BE A DOUBLE-EDGED SWORD. IF YOU DON'T HAVE A GOOD WINGSTRIKER ON THE LEFT, THE DEFENSE WILL BE THE FIRST TO ATTACK YOU.

CROSS MIDDLE



THE CROSS MIDDLE IS A GREAT STRATEGY FOR TEAMS THAT ARE WEAK ON THE RIGHT SIDE OF THE FIELD. IT'S A GOOD WAY TO GET THE BALL INTO THE GOAL, BUT IT CAN BE A DOUBLE-EDGED SWORD. IF YOU DON'T HAVE A GOOD WINGSTRIKER ON THE LEFT, THE DEFENSE WILL BE THE FIRST TO ATTACK YOU.

WIDE RIGHT



THE WIDE RIGHT IS A GREAT STRATEGY FOR TEAMS THAT ARE WEAK ON THE RIGHT SIDE OF THE FIELD. IT'S A GOOD WAY TO GET THE BALL INTO THE GOAL, BUT IT CAN BE A DOUBLE-EDGED SWORD. IF YOU DON'T HAVE A GOOD WINGSTRIKER ON THE LEFT, THE DEFENSE WILL BE THE FIRST TO ATTACK YOU.

NFL 2K

QUICK SCREEN



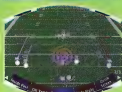
THE QUICK SCREEN is an effective way to move the ball down the field. It's a simple play that can be used in a variety of situations. The QB takes the snap and hands the ball off to the RB. The RB then runs the ball down the field, blocking any defender who tries to stop him. This play is most effective when the RB is a good blocker and the QB is a good passer.

PITCH LEFT



THE PITCH LEFT is a simple play that can be used in a variety of situations. The QB takes the snap and pitches the ball to the left side of the field, where the RB is running. The RB then runs the ball down the field, blocking any defender who tries to stop him. This play is most effective when the RB is a good blocker and the QB is a good passer.

DEEP OUTS



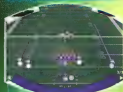
THE DEEP OUTS is a simple play that can be used in a variety of situations. The QB takes the snap and throws the ball deep down the field to the WR. The WR then runs the ball down the field, blocking any defender who tries to stop him. This play is most effective when the WR is a good blocker and the QB is a good passer.

OUTSIDE POST



THE OUTSIDE POST is a simple play that can be used in a variety of situations. The QB takes the snap and throws the ball deep down the field to the WR. The WR then runs the ball down the field, blocking any defender who tries to stop him. This play is most effective when the WR is a good blocker and the QB is a good passer.

TEB ROUTES



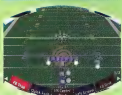
THE TEB ROUTES is a simple play that can be used in a variety of situations. The QB takes the snap and throws the ball deep down the field to the WR. The WR then runs the ball down the field, blocking any defender who tries to stop him. This play is most effective when the WR is a good blocker and the QB is a good passer.

GOAL LINE



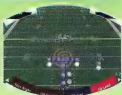
THE GOAL LINE is a simple play that can be used in a variety of situations. The QB takes the snap and throws the ball deep down the field to the WR. The WR then runs the ball down the field, blocking any defender who tries to stop him. This play is most effective when the WR is a good blocker and the QB is a good passer.

FB TRAP



THE FB TRAP is a simple play that can be used in a variety of situations. The QB takes the snap and throws the ball deep down the field to the WR. The WR then runs the ball down the field, blocking any defender who tries to stop him. This play is most effective when the WR is a good blocker and the QB is a good passer.

FB LEAD



THE FB LEAD is a simple play that can be used in a variety of situations. The QB takes the snap and throws the ball deep down the field to the WR. The WR then runs the ball down the field, blocking any defender who tries to stop him. This play is most effective when the WR is a good blocker and the QB is a good passer.

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FB DIVE



THE FB DIVE IS A LOT LIKE THE FB TRAP HIT THE HOLE (THIS TIME TO THE RIGHT OF CENTER) CHARGED UP (HOLD **□**) AND PRESS **○**+**○** TO GIVE A SHOULDER BLAST TO THE FIRST DEFENDER.

TOSS RIGHT



TOSS PLAYS GIVE THE RUNNING BACK THE BEST CHANCE TO TURN THE CORNER. WATCH THE BLOCK YOUR WIDE RECEIVER IS SETTING TO DICTATE WHERE YOU NEED TO RUN. IF HE'S HOLDING THE CORNERBACK INSIDE, GO TOWARD THE SIDELINE. IF THE CORNERBACK HAS HIM PUSHED OUTSIDE, CUT BACK TOWARD THE MIDDLE.

TE FLATS



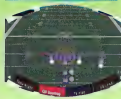
IF YOU ARE GOING TO CHECK OFF FROM THE PRIMARY RECEIVER, DO SO EARLY. WITH BOTH WIDE OUTS CURLING BACK TOWARD THE MIDDLE, THE CENTER OF THE FIELD WILL GET CROWDED IN A HURRY. BUT IF THE MIDDLE IS CROWDED, THAT MEANS THE TIGHT END HEADING FOR THE SIDELINES SHOULD BE OPEN FOR A MOMENT. LEAD HIM A LITTLE (ANALOG STICK TO THE RIGHT AND UP A SHADE) TO COMPLETE THE PASS.

QB FLAT



QB'S TIGHT AND INCHES AND YOUR WIDE END FIRST DOWN TO KEEP THE DRIVE ALIVE. YOU LINE UP IN THE GOAL LINE (BECAUSE THAT'S WHAT YOUR OPPONENT IS EXPECTING), BUT THE RECEIVER RUNS A KEY INTERIOR DOWN THE SIDELINE IN SHORT-LEAD COVERAGE FOR A BIG GAIN. THAT'S THE HURRY BEHIND THIS PLAY TO MAKE IT WORK. LEAD THE RECEIVER (ANALOG STICK STRAIGHT UP) TO COMPLETE THIS BIG PLAY. THE TIGHT END'S RUN LEFT FLATS UNDERNEATH AS BACKUP.

BOOTLEG



THERE ARE REALLY ONLY TWO OUTCOMES TO THE QB BOOTLEG, A LITTLE OR NO GAIN, OR A BIG PLAY. IF THE DEFENSE DOESN'T SEE IT COMING, YOU CAN SCRAMBLE DOWN THE LEFT SIDE OF THE LINE AND GAIN BIG YARDAGE. TRY A PUMP FANK **○**+**○** TO GIVE THE DEFENSE SOMETHING TO THINK ABOUT.

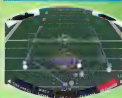
HB CENTER BLAST



THE HB CENTER BLAST IS A SLOW-DEVELOPING PLAY. THE HANDOFF TAKES A SECOND OR TWO TO HAPPEN, WHICH YOU DON'T WANT ON THE GOAL LINE OR WHEN THE YARDAGE MATTERS. COMPENSATE FOR IT BY RUNNING AT FULL SPEED AS YOU HIT THE LINE AND TRY A SHOULDER CHARGE **○**+**○** TO GET PAST THE FIRST DEFENDER.

STRONG I

FB OUTSIDE



THE FULLBACK RUNS OUTSIDE OF THE LEFT END ON THIS PLAY. YOU HAVE TO RUN OVER THE FIRST DEFENDER BECAUSE THE FULLBACK IS NOT AS FAST AS THE HALFBACK.

FB SCREEN



THE PRIMARY RECEIVER IS THE HAMBURGER SWIRLING TO THE PLAY ON THE RIGHT HAND SIDE OF THE FIELD. LET THE PLAY DEVELOP FOR A COUPLE OF SECONDS TO ALLOW HIM SOME TIME TO GET OPEN. LEAD THE RECEIVER JUST A LAD (ANALOG STICK A LITTLE UP AND TO THE RIGHT) TO COMPLETE THE PASS.

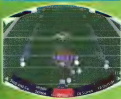
NFL 2K

TE CURB



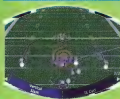
IF YOU INTEND TO RUN THE TE CURB, BEWARE OF THE TIGHT END'S POSITION IN THE BACKFIELD. YOU WOULD WANT TO HAVE THE TIGHT END'S HANDS ON THE BALL. IF YOU DON'T, YOU WILL BE AT RISK OF LOSING THE BALL TO THE DEFENSE. THE TIGHT END'S HANDS ON THE BALL ARE THE KEY TO THE TE CURB. IF YOU DON'T HAVE THE TIGHT END'S HANDS ON THE BALL, YOU WILL BE AT RISK OF LOSING THE BALL TO THE DEFENSE.

HB GUT



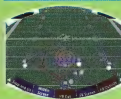
WHEN YOU RUN THE HB GUT, YOU WILL BE AT RISK OF LOSING THE BALL TO THE DEFENSE. THE HALFBACK'S HANDS ON THE BALL ARE THE KEY TO THE HB GUT. IF YOU DON'T HAVE THE HALFBACK'S HANDS ON THE BALL, YOU WILL BE AT RISK OF LOSING THE BALL TO THE DEFENSE.

VERTICAL SLANT



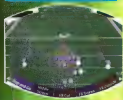
IF YOU RUN THE VERTICAL SLANT, YOU WILL BE AT RISK OF LOSING THE BALL TO THE DEFENSE. THE WIDE RECEIVER'S HANDS ON THE BALL ARE THE KEY TO THE VERTICAL SLANT. IF YOU DON'T HAVE THE WIDE RECEIVER'S HANDS ON THE BALL, YOU WILL BE AT RISK OF LOSING THE BALL TO THE DEFENSE.

MIDDLE SCREEN



IF YOU RUN THE MIDDLE SCREEN, YOU WILL BE AT RISK OF LOSING THE BALL TO THE DEFENSE. THE WIDE RECEIVER'S HANDS ON THE BALL ARE THE KEY TO THE MIDDLE SCREEN. IF YOU DON'T HAVE THE WIDE RECEIVER'S HANDS ON THE BALL, YOU WILL BE AT RISK OF LOSING THE BALL TO THE DEFENSE.

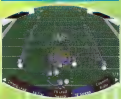
STOP AND GO



IF YOU RUN THE STOP AND GO, YOU WILL BE AT RISK OF LOSING THE BALL TO THE DEFENSE. THE TIGHT END'S HANDS ON THE BALL ARE THE KEY TO THE STOP AND GO. IF YOU DON'T HAVE THE TIGHT END'S HANDS ON THE BALL, YOU WILL BE AT RISK OF LOSING THE BALL TO THE DEFENSE.

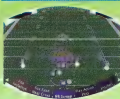
WEAK 1

TE SCREEN



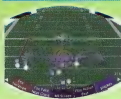
IF YOU RUN THE TE SCREEN, YOU WILL BE AT RISK OF LOSING THE BALL TO THE DEFENSE. THE TIGHT END'S HANDS ON THE BALL ARE THE KEY TO THE TE SCREEN. IF YOU DON'T HAVE THE TIGHT END'S HANDS ON THE BALL, YOU WILL BE AT RISK OF LOSING THE BALL TO THE DEFENSE.

WR SCREEN



IF YOU RUN THE WR SCREEN, YOU WILL BE AT RISK OF LOSING THE BALL TO THE DEFENSE. THE WIDE RECEIVER'S HANDS ON THE BALL ARE THE KEY TO THE WR SCREEN. IF YOU DON'T HAVE THE WIDE RECEIVER'S HANDS ON THE BALL, YOU WILL BE AT RISK OF LOSING THE BALL TO THE DEFENSE.

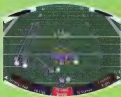
HITCHES



IF YOU RUN THE HITCHES, YOU WILL BE AT RISK OF LOSING THE BALL TO THE DEFENSE. THE WIDE RECEIVER'S HANDS ON THE BALL ARE THE KEY TO THE HITCHES. IF YOU DON'T HAVE THE WIDE RECEIVER'S HANDS ON THE BALL, YOU WILL BE AT RISK OF LOSING THE BALL TO THE DEFENSE.

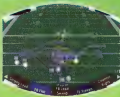
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FB LEAD SWEEP



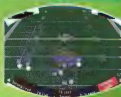
FB LEAD SWEEP PLAYS INVOLVE THE RUNNING BACKS MOVING THE BALL TO THE OUTSIDE FOR THE FULLBACK. DON'T WORRY ABOUT THE PLAY BEING IN ACCORD TO THE FB OR THE RB'S MOVEMENT. THE FB JUST SWEEPING FORWARD. INVOLVING THE FB'S KICKING RANGE. INVOLVING THE FB'S KICKING RANGE. INVOLVING THE FB'S KICKING RANGE.

FB FLAT



FLAT PLAYS INVOLVE THE FB LEADING THE RB TO THE OUTSIDE. THE FB IS POSITIONED AT THE LINE OF SCRIMMAGE, AND THE RB IS POSITIONED BEHIND THE FB. THE FB IS LEADING THE RB TO THE OUTSIDE, AND THE RB IS FOLLOWING THE FB. THE FB IS LEADING THE RB TO THE OUTSIDE, AND THE RB IS FOLLOWING THE FB.

COUNTER RIGHT



COUNTER RIGHT PLAYS INVOLVE THE FB LEADING THE RB TO THE OUTSIDE. THE FB IS POSITIONED AT THE LINE OF SCRIMMAGE, AND THE RB IS POSITIONED BEHIND THE FB. THE FB IS LEADING THE RB TO THE OUTSIDE, AND THE RB IS FOLLOWING THE FB. THE FB IS LEADING THE RB TO THE OUTSIDE, AND THE RB IS FOLLOWING THE FB.

PA POST



PA POST PLAYS INVOLVE THE FB LEADING THE RB TO THE OUTSIDE. THE FB IS POSITIONED AT THE LINE OF SCRIMMAGE, AND THE RB IS POSITIONED BEHIND THE FB. THE FB IS LEADING THE RB TO THE OUTSIDE, AND THE RB IS FOLLOWING THE FB. THE FB IS LEADING THE RB TO THE OUTSIDE, AND THE RB IS FOLLOWING THE FB.

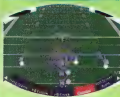
STRONG LEAD



STRONG LEAD PLAYS INVOLVE THE FB LEADING THE RB TO THE OUTSIDE. THE FB IS POSITIONED AT THE LINE OF SCRIMMAGE, AND THE RB IS POSITIONED BEHIND THE FB. THE FB IS LEADING THE RB TO THE OUTSIDE, AND THE RB IS FOLLOWING THE FB. THE FB IS LEADING THE RB TO THE OUTSIDE, AND THE RB IS FOLLOWING THE FB.

I FORM

COUNTER



COUNTER PLAYS INVOLVE THE FB LEADING THE RB TO THE OUTSIDE. THE FB IS POSITIONED AT THE LINE OF SCRIMMAGE, AND THE RB IS POSITIONED BEHIND THE FB. THE FB IS LEADING THE RB TO THE OUTSIDE, AND THE RB IS FOLLOWING THE FB. THE FB IS LEADING THE RB TO THE OUTSIDE, AND THE RB IS FOLLOWING THE FB.

HB CHECK



HB CHECK PLAYS INVOLVE THE FB LEADING THE RB TO THE OUTSIDE. THE FB IS POSITIONED AT THE LINE OF SCRIMMAGE, AND THE RB IS POSITIONED BEHIND THE FB. THE FB IS LEADING THE RB TO THE OUTSIDE, AND THE RB IS FOLLOWING THE FB. THE FB IS LEADING THE RB TO THE OUTSIDE, AND THE RB IS FOLLOWING THE FB.

HB FOLLOW



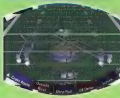
HB FOLLOW PLAYS INVOLVE THE FB LEADING THE RB TO THE OUTSIDE. THE FB IS POSITIONED AT THE LINE OF SCRIMMAGE, AND THE RB IS POSITIONED BEHIND THE FB. THE FB IS LEADING THE RB TO THE OUTSIDE, AND THE RB IS FOLLOWING THE FB. THE FB IS LEADING THE RB TO THE OUTSIDE, AND THE RB IS FOLLOWING THE FB.



An aerial photograph of the stadium during the opening ceremony. The pitch is illuminated with bright lights, and the stands are filled with spectators. The stadium's architecture is visible, including the roof structure and the surrounding urban environment.

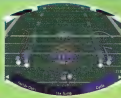
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CROSS ROUTE



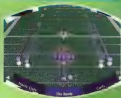
THE CROSS ROUTE IS A GOOD SHORT-RANGE PASS. IT'S A GOOD PLAY FOR WHEN YOU HAVE FEWER THAN 7 YARDS TO GO ON THIRD DOWN. WAIT FOR THE PRIMARY RECEIVER TO GET ABOUT HALFWAY ACROSS THE MIDDLE, THEN DELIVER HIM THE BALL (ANALOG STICK SLIGHTLY TO THE LEFT). YOU WON'T GET MANY YARDS AFTER THE CATCH, BUT IT'S A GOOD PLAY. DON'T CALL THIS PLAY WHEN YOU ARE SHORT ON TIME, AS THERE'S NO WAY YOU CAN MAKE IT TO THE SIDELINES.

CURLS



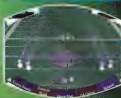
THE PLAY IS DESIGNED TO HIT THE WIDE-OUT AS HE CURLS BACK TO THE QB. AGAINST A GOOD CORNER IN MAN-TO-MAN COVERAGE, COMPLETING THE PASS TO A PRIMARY RECEIVER WILL NOT HAPPEN. IF THE DEFENSE IS IN MAN-TO-MAN, CHECK OFF TO THE LEFT SIDE SLOT RECEIVER. (X) WHO IS THE LONE RECEIVER IN THE MIDDLE HE SHOULD BE OPEN.

THE BOMB



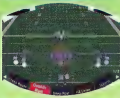
WITH FOUR RECEIVERS RUNNING FLY PATTERNS DOWN THE SIDELINES SOMEONE HAS TO BE OPEN, RIGHT? WELL, YES, SOMEONE SHOULD BE. OVERTHROW THE RECEIVER (ANALOG STICK UP) TO COMPLETE THE BOMB FOR BIG YARDAGE. ONE SIDE OF THE FIELD SHOULD HAVE MORE DEFENDERS THAN THE OTHER. AVOID THAT SIDE AND PICK ANOTHER RECEIVER IF YOU HAVE TO.

SCREEN



WITH FEWER WIDE-OUTS, THE DEFENSE AT THE LINE OF SCRIMMAGE IS SLOWER. PRETTY THEN AND A SCREEN PLAY WILL WORK. LET THE PLAY A COUPLE OF SECONDS TO UNFOLD UP SO THE SAFETIES WILL BE OUT OF RANGE TO HELP OUT ON THIS LITTLE DOWN PASS. IF YOU CAN MAKE THE LINEBACKER COVERING YOUR HALFBACK MISS, YOU WILL BE ABLE TO TURN UPFIELD FOR THE YARD GAIN.

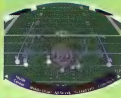
OUTSIDE BLAST



OUTSIDE BLAST IS A QUICK RUN BY THE HALFBACK OFF THE RIGHT SIDE. IF THE DEFENSE ISN'T IN A NICKEL OR DIME PACKAGE, YOU COULD BE IN TROUBLE. THERE AREN'T ENOUGH GUYS ON THE LINE TO ACCOUNT FOR A NORMAL SET OF THREE LINEBACKERS AND YOU'LL GET PLESTERED IN THE BACKFIELD FOR A LOSS.

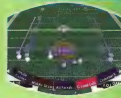
SHOTGUN

INSIDE CORNER



WAIT FOR THE TIGHT END TO CUT TO THE SIDELINE ON THIS PLAY, THEN DELIVER HIM THE BALL. YOU DON'T NEED TO LEAD HIM. A STRAIGHT PASS SHOULD FIND THE RECEIVER ON THIS PLAY, WHICH IF COMPLETED SHOULD BE WORTH ABOUT 12 YARDS.

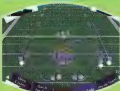
G LEAD LEFT



THIS IS A DELAYED HANDOFF TO THE HALFBACK FROM THE SHOTGUN FORMATION. AS WITH ALL OUTSIDE RUNNING PLAYS, THE KEY IS TO MAKE THE FIRST GUY MISS HIS TACKLE. IF YOU CAN DO THAT, YOU SHOULD BE IN FOR A 5-7 YARD GAIN. MAKE SURE YOU WAIT UNTIL YOU ARE OUTSIDE THE LEFT TACKLE BEFORE YOU TURN IT UPFIELD.

PRIMA'S OFFICIAL STRATEGY GUIDE

SPLIT FADE



KEEP AN EYE OUT FOR THE SAFETY ON THIS PLAY. IF HE DROPS BACK TO DOUBLE COVER THE PRIMARY RECEIVER, HIT THE SLOT RECEIVER CURLING ACROSS THE MIDDLE OR THE HALFBACK ON A SWING PASS TO THE FLATS. TO HIT THE PRIMARY RECEIVER, YOU NEED TO LEAD HIM (ANALOG STICK UP AND SLIGHTLY TO THE LEFT).

DEEP CORNER



THE PRIMARY RECEIVER IS GOING TO BE IN DOUBLE COVERAGE ON THIS PLAY. THE TWO WIDE-OUTS ON THE RIGHT SIDE ARE RUNNING A PARALLEL ROUTE WITHIN A COUPLE OF YARDS OF EACH OTHER, SO ONCE YOU THROW THE BALL, THE OTHER CORNER CAN COME UP AND HELP DEFEND ON THE PLAY. AIM FOR EITHER THE UNDERMATH RECEIVER ON THE RIGHT OR THE LEFT-SIDE RECEIVER RUNNING THE FLY PATTERN.

FB LEAD TOSS



ON THE LEAD TOSS PLAY, YOU NEED TO FOLLOW YOUR BLOCKERS AND READ THE FULLBACK. WATCH WHERE HE BLOCKS AND FOLLOW HIS LEAD. MOST OF THE TIME THE HOLE WILL BE TO THE OUTSIDE WHERE YOU CAN PICK UP 3-4 YARDS, BUT THE HOLE CAN OPEN UP INSIDE AND YOU HAVE TO BE QUICK ENOUGH TO SEE IT AND TAKE IT.

INSIDE CURL



HIT THE PRIMARY RECEIVER AS HE STARTS TO CURL OVER THE MIDDLE. LEAD HIM (ANALOG STICK TO THE LEFT AND SLIGHTLY UP) SO HE'S IN THE HUMP AND THE BALL GETS TO HIM IN STRIDE. YOU CAN REALLY RACK UP A TON OF YARDAGE ONCE YOU GET PAST THE COMEBACK WITH THIS PLAY. THE FULLBACK MAKING A BEELINE FOR THE TIGHT ENDING IS A GOOD BACKUP IF THE PRIMARY RECEIVER IS COVERED.

NEAR COMEBACK



BE CAREFUL WITH THIS PLAY. TO EXECUTE IT THE WAY IT WAS DESIGNED, YOUR RECEIVER IS HEADING BACK TO THE LINE OF SCRIMPAGE WHEN YOU DELIVER THE BALL (YOU NEED TO UNDER THROW IT, ANALOG STICK DOWN). SO IF YOU NEED A LOT OF YARDS FOR THE FIRST DOWN, THIS IS NOT THE PLAY TO CALL. THE RIGHT SIDE WIDE-OUT RUNNING THE HITCH PATTERN (SHOWN THE SIDELINE) IS A GOOD SECONDARY RECEIVER IF THE PRIMARY IS WELL COVERED.

OVER TACKLE



FOLLOW THE FLOW OF YOUR BLOCKERS AT THE RIGHT TACKLE. THE HOLE WILL OPEN UP TO EITHER SIDE OF HIM, AND IF HE CAN KEEP HIS TACKLER BUSY, YOU CAN BREAK THIS RUN UPFIELD FOR 5-7 YARDS.

INSIDE ZONE



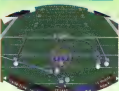
YOU'RE GOING TO HAVE TO CUT BACK TO MAKE THIS RUN PLAY WORK. FOLLOW THE INITIAL PUSH OF YOUR BLOCKERS TO THE LEFT SIDE OF THE LINE. ONCE YOU'RE PAST THE LINE OF SCRIMPAGE, HOWEVER, A HOLE SHOULD OPEN UP TO THE RIGHT. HIT THE HOLE FIRST AND CLIMB FROM AS MANY YARDS AS YOU CAN.

QUICK HITCHES



GET OUT THE BALL QUICKLY IF YOU WANT TO HIT THE PRIMARY RECEIVER. AS SOON AS THE BALL IS HIRED, HIT THAT PASS BUTTON (X). YOU DON'T HAVE TO LEAD HIM, JUST GET THE BALL TO HIM ASAP. THIS PLAY IS ONLY GOOD FOR A COUPLE OF YARDS, BUT IT'S A NICE CHANGE OF PACE FOR SECOND OR THIRD AND SHORT.

DEEP OUT



LEAD THE RECEIVER (ANALOG UP AND TO THE LEFT) TO HIT THE RECEIVER IN STRIDE FOR BIG YARDAGE. A MAN-TO-MAN DEFENSE WILL FRUSTRATE THE PRIMARY RECEIVER ON THIS PLAY, SO CHECK OFF TO ONE OF THE OTHER PLAYERS. THE FULLBACK WHO IS RACING FOR THE SIDELINE AND THE TIGHT END RIGHT WIDE-OUT ARE BOTH GOOD CHOICES.

NFL 2K

CLOCK

QB DART KICK



QB DART KICK: KICKER KICKS THE BALL STRAIGHT DOWN THE FIELD TO THE END ZONE.

QB SPIKE BALL



QB SPIKE BALL: QB DROPS THE BALL TO THE GROUND TO STOP THE CLOCK. THE BALL WILL BE RECOVERED BY THE DEFENSE.

SPECIAL

FIELD GOAL



FIELD GOAL: KICKER KICKS THE BALL THROUGH THE UPRIGHTS TO SCORE 3 POINTS.

FIELD GOAL PASS



FIELD GOAL PASS: QB KICKS THE BALL TO A RECEPTOR IN THE END ZONE TO SCORE 3 POINTS.

FIELD GOAL SCREEN PASS



FIELD GOAL SCREEN PASS: QB KICKS THE BALL TO A RECEPTOR IN THE END ZONE TO SCORE 3 POINTS.

FIELD GOAL RUN



FIELD GOAL RUN: QB RUNS WITH THE BALL TO THE END ZONE TO SCORE 3 POINTS.

PUNT



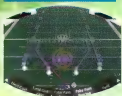
PUNT: PUNTER KICKS THE BALL HIGH INTO THE AIR.

FAKE PUNT PASS



FAKE PUNT PASS: PUNTER KICKS THE BALL TO A RECEPTOR IN THE END ZONE TO SCORE 3 POINTS.

FAKE PUNT BOOTLEG



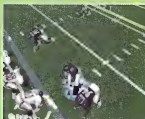
FAKE PUNT BOOTLEG: PUNTER RUNS WITH THE BALL TO THE END ZONE TO SCORE 3 POINTS.

PRIMA'S OFFICIAL STRATEGY GUIDE

CORE DEFENSIVE PLAYS

On the defensive side of the ball, each team has the same plays to choose from. What separates one defense from another is the quality of the players. Star cornerbacks like Charles Woodson from the Oakland Raiders and Deion Sanders of the Dallas Cowboys can cover the receivers like a blanket. Big linemen like John Randle of the Minnesota Vikings and Eric Swann of the Arizona Cardinals can strike fear into the hearts of opposing QBs.

Learn these plays well and you'll strike fear into the hearts of your friends and the AI won't know what to do when you play against computer. You can call defense via the YMU as well, so memorize about a dozen of them just like you did on offense. This should keep you covered for most of the game.



DEFENSIVE LINE RUSHES THE QUARTERBACK
SCRIMMAGE



DEFENSIVE LINE RUSHES THE QUARTERBACK
BACKWARD



DEFENSIVE LINE RUSHES THE QUARTERBACK
FORWARD



DEFENSIVE LINE RUSHES THE QUARTERBACK
FORWARD



DEFENSIVE LINE RUSHES THE QUARTERBACK
PRESSING THE QUARTERBACK



DEFENSIVE LINE RUSHES THE QUARTERBACK
FOR SPECIFIC STRATEGIES

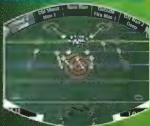
DEFINITION OF TERMS

- These play descriptions sometimes refer to the **tackle box**. This means the area along the offensive/defensive line to about 3–5 yards deep. Putting extra men in the tackle box is used to stuff the run.
- If the defender is referred to as **pressing**, that means he is in tight coverage and starts at the line of scrimmage. If the defender is referred to as **covering loose**, he's still in man-to-man coverage but he starts the play 5–10 yards off the line of scrimmage.
- A **line stunt** is when the defensive linemen crisscross as they make their rush into the backfield. This is done to confuse the offensive line and get one of the defenders free to rush the passer.
- If the defensive player is said to be covering the **flats**, he is watching the area outside of the offensive tackles in the backfield. Swing passes and screens are completed to the running backs in the flats.

NFL 2K

NICKEL ODO

PRESS 2 DEEP



SIX MEN ARE IN THE TACKLE BOX, WITH THE OUTSIDE LINEBACKER BLITZING. THE CORNERBACKS (THERE ARE THREE OF THEM IN THIS PACKAGE) ARE PRESSING WHILE THE TWO SAFETIES PLAY DEEP TO HELP OUT THE DEFENDERS. THIS WORKS WELL AGAINST DEEP PASS PLAYS (WHEN THE WIDE-OUTS ARE RUNNING FLY PATTERNS) AND THE OFFENSE NEEDS BIG YARDAGE FOR THE FIRST DOWN.

DOUBLE SHOT MAN 1



THE CORNERBACKS ARE IN A LOOSE FORMATION, WHILE THE OUTSIDE LINEBACKER AND THE EXTRA DEFENSIVE BACK ARE IN ZONE COVERAGE IN THE MIDDLE. THE OTHER TWO LINEBACKERS BLITZ AND THE FREE SAFETY PLAYS A DEEP ZONE, WHILE THE STRONG SAFETY PICKS UP THE EXTRA RECEIVER. WITH THE CORNERS IN LOOSE COVERAGE, DON'T CALL THIS PLAY IN SHORT YARDAGE SITUATIONS. THE RECEIVERS WILL BE OPEN FOR A QUICK SCREEN OR A FAST SLANT PATTERN.

BASE MAN



THE SAFETIES PLAY A DEEP ZONE AND THE LINEBACKERS AND CORNERBACKS COVER MAN FOR MAN. WITH THE OUTSIDE LINEBACKER ON THE BLITZ, THIS DEFENSE HAS A NICE FOUR-MAN RUSH. CALL THIS DEFENSE AGAINST LONG PASSING SITUATIONS BECAUSE THE DEFENDERS ARE PLAYING LOOSE, SO THE RECEIVERS WILL BE OPEN AT THE START OF THE PLAY.

OUTSIDE FIRE MAN 1



THE MIDDLE LINEBACKER PLAYS A SOFT ZONE OVER THE MIDDLE WHILE THE OUTSIDE LINEBACKERS RUSH TO THE OUTSIDE OF THE LINE. THE FREE SAFETY PLAYS A DEEP ZONE, WHILE THE STRONG SAFETY AND THE EXTRA DEFENSIVE BACK PICK UP ADDITIONAL WIDE-OUTS IN MAN-TO-MAN COVERAGE. THIS DEFENSE WORKS REALLY WELL AGAINST OFFENSIVE SCREENS. IN OBVIOUS PASSING DOWNS, THIS DEFENSE DENIES THE OFFENSE THE OUTLET PASS TO THE BACKS IN THE FLATS.

OFF MAN 2 DEEP



WITH SAFETIES PLAY A DEEP ZONE, AND THE OTHER DEFENSIVE BACKS PLAY EXTREMELY LOOSE COVER. HERE, THE FIRST STEP OF THE CORNERBACKS IS BACKWARD, GIVING THE OFFENSIVE PLAYER A BIG CUSHION. TEAMS CALL THIS DEFENSE TO GUARD AGAINST OFFENSES WITH FAST WIDE-OUTS AND IN LONG YARDAGE SITUATIONS.

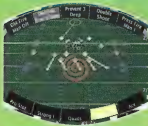
DOUBLE FIRE MAN OFF



THIS IS ALMOST LIKE A PREVENT DEFENSE. ALL THE DEFENDERS BACKPEDAL FROM THE START, EXCEPT FOR TWO OF THE LINEBACKERS. THE TWO LINEBACKERS BLITZ UP THE MIDDLE TO ADD A LITTLE BIT OF PRESSURE. THIS DEFENSE COVERS THE RECEIVERS WELL, BUT ONLY IN LONG YARDAGE SITUATIONS. A QUICK SLANT OR SCREEN TO A WIDE-OUT WILL GAIN 3-5 YARDS DUE TO THE CUSHION GIVEN BY THE DEFENDERS.

PRIMA'S OFFICIAL STRATEGY GUIDE

OUTSIDE FIRE 3 DEEP



THE DEFENSIVE BACKS ARE IN A PASSIVE MODE, BACKPEDALING FROM THE START OF THE PLAY WITH THE FREE SAFETY PLAYING A DEEP ZONE. THE TWO OUTSIDE LINEBACKERS RUSH TO THE OUTSIDE OF THE TACKLES, COVERING THE FLATS AND DENYING ANY SWING PASSES AND SCREENS TO THE RUNNING BACKS.

PREVENT 3 DEEP



ONLY THREE DEFENDERS RUSH THE PASSER, SO THIS PLAY WILL PROBABLY NOT CAUSE A SACK. IF THE OFFENSE CALLS A RUNNING PLAY, THE DEFENSE WILL BE IN TROUBLE. ALL OF THE DEFENDERS PLAY OFF THE LINE OF SCRIMPAGE AND ARE GUARDING AGAINST A BIG PLAY. CALL THIS PLAY ON ANY LAST-MINUTE DRIVES TO DENY THE OFFENSE A QUICK SCORE.

DOUBLE SHOOT



THIS ZONE DEFENSE IS BEST SUITED FOR SITUATIONS WHEN YOU ARE UNSURE WHETHER THE OFFENSE WILL BE CALLING A RUN PLAY. BUT BEWARE, IT'S SUSCEPTIBLE TO CROSSING PATTERNS AND BIG GAINS BY THE TIGHT END. THE TWO BLITZING LINEBACKERS ADD A LOT OF PRESSURE, SO TAKE CONTROL OF ONE OF THE LINEBACKERS AND GET INTO THE BACKFIELD TO DISRUPT THE PLAY.

PRESS FIRE MAN 1



THE CORNERBACKS ARE PRESSING ON THIS PLAY, DENYING ANY SHORT PASSES, AND THE SAFETIES PROVIDE DEEP HELP IN CASE THE WIDE-OUTS GET PAST THE CORNERS. THIS IS A NICE ALL-PURPOSE DEFENSE AS THE TWO OUTSIDE LINEBACKERS DENY THE FLATS TO THE RUNNING BACKS. CALL THIS DEFENSE WHEN YOU HAVE SHORT-DURATION PASSING SITUATIONS (3RD AND LESS THAN 2).

4-3

MIDDLE STUNT PRESS



THE 4-3 PACKAGE IS THE MOST COMMON DEFENSE IN THE NFL. THE DEFENSIVE LINE PULLS A STUNT AS THE MIDDLE LINEBACKER RUSHES THROUGH THE RIGHT GUARD AS THE RIGHT DEFENSIVE TACKLE SHOOTS LEFT. THE CORNERBACKS PRESS THE WIDE-OUTS, DENYING A QUICK PASS WITH THE SAFETIES OFFERING DEEP SUPPORT. THE TWO OUTSIDE LINEBACKERS PLAY A SORT ZONE TO THE OUTSIDE, COVERING ANY TIGHT ENDS OR RUNNING BACKS COMING OUT INTO PASS COVERAGE. THIS DEFENSE WORKS WELL AGAINST THE RUN AND THE PASS. ITS MAIN WEAKNESS IS THAT THE MIDDLE OF THE FIELD IS OPEN ABOUT 5 YARDS FROM THE LINE OF SCRIMPAGE.

MIDDLE DOG SKY 3



MIDDLE DOG SKY 3 IS A ZONE DEFENSE DESIGNED TO DENY THE OFFENSE INTERMEDIATE PASS ROUTES (3-10 YARDS). THIS DEFENSE IS SUSCEPTIBLE TO QUICK SLANTS AND TIGHT ENDS RUNNING UNDER NEARBY LINEBACKERS.

SEGATM
SPORTS

NFL 2K

BASE



THE BASE 1-3 FORMERLY WAS AN OFFENSE DESIGNED TO EXPLOIT THE DEFENSE'S SECONDARY. THE QB DROPS BACK TO PASS, LOOKING FOR THE WR ON THE RIGHT SIDE OF THE FIELD. THE RB IS POSITIONED TO BLOCK THE DE AND T. THE TE IS POSITIONED TO BLOCK THE DT. THE OL IS POSITIONED TO BLOCK THE DL.

MIDDLE FIRE PRESS



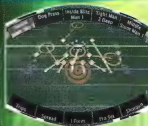
THE MIDDLE FIRE PRESS IS A FORMERLY DESIGNED TO EXPLOIT THE DEFENSE'S SECONDARY. THE QB DROPS BACK TO PASS, LOOKING FOR THE WR ON THE RIGHT SIDE OF THE FIELD. THE RB IS POSITIONED TO BLOCK THE DE AND T. THE TE IS POSITIONED TO BLOCK THE DT. THE OL IS POSITIONED TO BLOCK THE DL.

BASE COVER 2



THE BASE COVER 2 IS A FORMERLY DESIGNED TO EXPLOIT THE DEFENSE'S SECONDARY. THE QB DROPS BACK TO PASS, LOOKING FOR THE WR ON THE RIGHT SIDE OF THE FIELD. THE RB IS POSITIONED TO BLOCK THE DE AND T. THE TE IS POSITIONED TO BLOCK THE DT. THE OL IS POSITIONED TO BLOCK THE DL.

INSIDE JOKER SKY 3



THE INSIDE JOKER SKY 3 IS A FORMERLY DESIGNED TO EXPLOIT THE DEFENSE'S SECONDARY. THE QB DROPS BACK TO PASS, LOOKING FOR THE WR ON THE RIGHT SIDE OF THE FIELD. THE RB IS POSITIONED TO BLOCK THE DE AND T. THE TE IS POSITIONED TO BLOCK THE DT. THE OL IS POSITIONED TO BLOCK THE DL.

DOG PRESS



THE DOG PRESS IS A FORMERLY DESIGNED TO EXPLOIT THE DEFENSE'S SECONDARY. THE QB DROPS BACK TO PASS, LOOKING FOR THE WR ON THE RIGHT SIDE OF THE FIELD. THE RB IS POSITIONED TO BLOCK THE DE AND T. THE TE IS POSITIONED TO BLOCK THE DT. THE OL IS POSITIONED TO BLOCK THE DL.

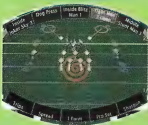
INSIDE BLITZ MAN 1



THE INSIDE BLITZ MAN 1 IS A FORMERLY DESIGNED TO EXPLOIT THE DEFENSE'S SECONDARY. THE QB DROPS BACK TO PASS, LOOKING FOR THE WR ON THE RIGHT SIDE OF THE FIELD. THE RB IS POSITIONED TO BLOCK THE DE AND T. THE TE IS POSITIONED TO BLOCK THE DT. THE OL IS POSITIONED TO BLOCK THE DL.

PRIMA'S OFFICIAL STRATEGY GUIDE

TIGHT MAN 2 DEEP



THE DEFENSE IS A GOOD RUN STOPPER, WITH THE LINEBACKERS FILLING IN THE GAPS BETWEEN THE LINEMEN. THE CORNERBACKS PRESS THE DEFENDERS TO DENY THE SHORT PASS AND THE SAFETIES PLAY DEEP ZONES TO PICK UP ANY STRAY WIDE OUTS RUNNING DEEP PATTERNS. THIS PLAY IS A GOOD ONE AGAINST RUNS UP THE MIDDLE.

MIDDLE STUNT MAN 1



THE DEFENSIVE TACKLES CLEAR A PATH IN THE MIDDLE FOR THE BLITZING MIDDLE LINEBACKER. THE TWO CORNERBACKS START OUT OFF THE LINE OF SCRUMMAGE, BUT THEIR FIRST STEP IS FORWARD TO PRESS THE WIDE-OUTS AND DENY THE QUICK PASS. YOU HAVE A GOOD CHANCE FOR AN INTERCEPTION IF THE OFFENSE CALLS A QUICK INSIDE SLANT.



CORE DEFENSIVE PLAYS

3-4

TIGHT MAN 2 DEEP



TEAMS THAT WANT BETTER LINEBACKERS THAN DEFENSIVE LINEMEN USE THE 3-4 DEFENSE. ON THIS PLAY, EXTRA PRESSURE IS PROVIDED BY ONE OF THE INSIDE LINEBACKERS, TAKE CONTROL OF HIM BEFORE THE SNAP AND GO AFTER THE QB. ALL THE OTHER DEFENSIVE BACKS ARE IN MAN-TO-MAN COVERAGE, SO THE WIDE-OUTS WILL BE COVERED LONG ENOUGH FOR YOU TO GET TO THE QB.

DOUBLE SHOOT 3 DEEP



A LOT OF PRESSURE IS PUT ON THE QB ON THIS PLAY AS BOTH INSIDE LINEBACKERS BLITZ UP THE MIDDLE. ALL THE OTHER DEFENDERS PLAY A ZONE TO DENY INTERMEDIATE PASSES. THE WIDE-OUTS ARE OPEN TO SHORT PASSES AND SEAM-SPLITTING BLUNTS BY THE TIGHT END.

BASE MAN 2



ALL THE DEFENSIVE BACKS DROP INTO MAN-TO-MAN COVERAGE AS THE THREE DEFENSIVE LINEMEN AND ONE LINEBACKER RUSH THE QB. THIS PLAY DOMES SHORT PASSES AND GUARDS AGAINST THE BOMB WITH BOTH SAFETIES PLAYING A DEEP ZONE. THE OUTSIDE LINEBACKERS WIND GUARD THE ANGLES FROM THE TACKLES TO THE SHORTBURNS SHORT SCREENS AND TIPS PLAYS.

NFL 2K

OUTSIDE FIRE 1 DEEP



THIS PLAY GUARDS AGAINST A RUN TO THE OUTSIDE, LEAVING A SEAM FOR A RUN UP THE MIDDLE. TAKE CONTROL OF ONE OF THE INSIDE LINEBACKERS TO HELP SHORE UP THIS WEAK SPOT IN THE O. WITH ONLY ONE SAFETY PLAYING ZONE, BE CAREFUL NOT TO CALL THIS PLAY ON LONG YARDAGE PASSING SITUATIONS (2ND AND 10+ YARDS, 3RD AND 7+).

BASE MAN OFF



THE DEFENSIVE BACKS ARE IN A PASSIVE MODE ON THIS PLAY. THEIR FIRST REACTION IS TO BACKPEDAL, WHICH LEAVES THE DEFENSE SUSCEPTIBLE TO SHORT PASSING PLAYS BUT PREVENTS THE BIG GAIN. TAKE CONTROL OF THE BLITZING LINEBACKER AND GO GET THE QB. JUST MAKE SURE YOU DON'T GET OVERANXIOUS AND JUMP OFFSIDES.

DOUBLE SHOOT MAN 1



WITH THE LINEBACKERS HELPING RUSH THE PASSER, YOUR DEFENSE SHOULD GET A LOT OF PRESSURE UP THE MIDDLE. ALL THE OTHER DEFENDERS ARE PLAYING A SORT MAN-TO-MAN COVERAGE. THE CORNERBACKS PLAY OFF THE BALL AS DO THE OUTSIDE LINEBACKERS. THIS DEFENSE IS GOOD IN 3RD AND LONG SITUATIONS. CALL IT TO HELP REDUCE THE RISK OF GETTING BURNT FOR A BIG TOUCHDOWN PASS.

PRESS 2 DEEP



THIS IS A TYPICAL ZONE DEFENSE. THE DEFENSIVE LINE RUSHES TO THE OUTSIDE, AS DOES THE OUTSIDE LINEBACKERS. THE INSIDE LINEBACKERS PLAY A DEEP ZONE. THE CORNERBACKS AND THE STRONG SAFETY ALL PLAY LOOSE DEFENSE, PLAYING OFF THE LINE OF SCRAMBLE AND THEIR FIRST REACTION IS TO BACK PEDAL. CALL A DEFENSE LIKE THIS ON 3RD AND LONG. HOPEFULLY THE WR/DROVER WILL CATCH THE BALL SHORT OF THE FIRST DOWN MARKER AND YOU CAN STOP HIM BEFORE HE GETS ACROSS.

DOUBLE SHOOT PRESS 1



BOTH INSIDE LINEBACKERS FILL THE GAPS OF THE DEFENSIVE LINE ON THIS PLAY AND THE SAFETIES PLAY DEEP WHILE THE REST OF THE DEFENSE PLAYS MAN-TO-MAN COVERAGE. THIS DEFENSE IS GOOD AGAINST DOUBLE TIGHT END FORMATIONS AND OFFENSIVE PLAYS WITH A LOT OF ELIGIBLE WIDE RECEIVERS.

MIDDLE BLITZ



THE THREE DEFENSIVE LINEMEN AND THE TWO INSIDE LINEBACKERS ALL RUSH TO THE MIDDLE IN AN ATTEMPT TO OVERWHELM THE INTERIOR OFFENSIVE LINE. THE OUTSIDE LINEBACKERS PLAY ZONE COVERAGE AND THE CORNERBACKS PLAY PRESSING MAN-TO-MAN COVERAGE. THIS DEFENSE WILL STOP AN INSIDE RUN AND SHOULD OVERWHELM AN OFFENSE IN A QUAD OR SPREAD FORMATION.

PRIMA'S OFFICIAL STRATEGY GUIDE

OUTSIDE DOG MAN 1



THE OUTSIDE LINEBACKERS RUSH INTO THE FLATS, WHILE THE CORNERBACKS PLAY A PRESSING MAN-TO-MAN COVERAGE. THE FREE SAFETY PLAYS A DEEP ZONE AND THE STRONG SAFETY FLOATS TO WHERE NEEDED. THIS IS A GOOD DEFENSE FOR STOPPING QUICK SCREENS AND OUTSIDE RUNNING PLAYS.

DIME

BASE COVER 3



DIME DEFENSES FEATURE FIVE PEOPLE UP FRONT AND SIX DEFENSIVE BACKS. STRICTLY A ZONE DEFENSE, BASE COVER 3 DENIES ANY SHORT PASSES AND GUARDS AGAINST THE DEEP THREAT WITH THE TWO SAFETIES. THE WEAKNESS OF THIS DEFENSE IS PLAYS THAT SPLIT THE ZONE AND GET RECEIVERS DEEPER THAN THE LINEBACKERS BUT INSIDE THE TWO SAFETIES. WATCH OUT FOR THE TIGHT END, A COMMON ZONE BUSTER.

INSIDE FIRE SKY 3



INSIDE FIRE SKY 3 PUTS THE FREE SAFETY IN A REAL-DEEP ZONE, NEARLY 20 YARDS FROM THE LINE OF THE SCRAMBLE. THE CORNERS SPLIT OFF THE RECEIVERS AND CREAT UP AT THE SNAP, BUT THE DEFENSE IS SUSCEPTIBLE TO QUICK SLANTS TO THE WIDE-OUTS. TAKE CONTROL OF THE BLITZING MID-DLE LINEBACKER TO GET PRESSURE ON THE QB.

BASE 2 DEEP



BASE 2 DEEP IS A VANILLA (PLAIN) DIME DEFENSE. THE DEFENSIVE BACKS START DEEP BUT COME UP TO BRIDGE THEIR ASSIGNMENTS IN A TIGHT MAN-TO-MAN COVERAGE. IF THE RECEIVERS GET BEHIND THE FIRST LINE OF DEFENDERS, THEY ARE PICKED UP BY THE TWO SAFETIES. TAKE CONTROL OF A LINEMAN ON THIS PLAY TO APPLY OB PRESSURE, EVERYONE ELSE HAS AN ASSIGNMENT ON THIS PLAY.

INSIDE FIRE PRESS



IF YOU CAN CATCH THE DEFENSE ON AN INSIDE RUNNING PLAY, YOU WILL BE IN GREAT SHAPE. THE FIVE DEFENDERS IN THE TACKLE BOX ALL APPLY PRESSURE TO THE INTERIOR OF THE LINE AS THEY GO FOR THE QUARTERBACK. THE DEFENDERS ALL START OFF A COUPLE YARDS BACK FROM THE RECEIVERS, SO WATCH OUT FOR A QUICK PASS THAT KICKS THE BUSH.

SAFE COVER 1



THIS IS AN EASY WAY OUT, OPERATING UNDER A "BEND, BUT DON'T BREAK" PHILOSOPHY. ALL OF THE DEFENSIVE BACKS BACKPEDAL, LEAVING THE KICK TO JUST THE FOUR DOWN LINEBACKERS. THE KEY IS THAT THE DEFENDERS WILL GIVE UP SHORT PASSES, BUT NOT A BIG PLAY.

SEGA
SPORTS

NFL 2K

MIDDLE DOG SOFT



THE MIDDLE DOG SOFT IS A DEFENSIVE STRATEGY THAT IS DESIGNED TO STOP THE RUN. IT IS A 3-4 DEFENSIVE ALIGNMENT WITH THE MIDDLE LINEBACKER IN A SOFT POSITION, READY TO FILL GAPS. THE DEFENSIVE LINE CONSISTS OF THREE TACKLES, TWO ENDS, AND A NOSE TACKLE. THE SECONDARY INCLUDES TWO CORNERBACKS AND TWO SAFES. THE MIDDLE DOG SOFT IS A DEFENSIVE STRATEGY THAT IS DESIGNED TO STOP THE RUN. IT IS A 3-4 DEFENSIVE ALIGNMENT WITH THE MIDDLE LINEBACKER IN A SOFT POSITION, READY TO FILL GAPS. THE DEFENSIVE LINE CONSISTS OF THREE TACKLES, TWO ENDS, AND A NOSE TACKLE. THE SECONDARY INCLUDES TWO CORNERBACKS AND TWO SAFES.

INSIDE FIRE SOFT



THE INSIDE FIRE SOFT IS A DEFENSIVE STRATEGY THAT IS DESIGNED TO STOP THE RUN. IT IS A 3-4 DEFENSIVE ALIGNMENT WITH THE MIDDLE LINEBACKER IN A SOFT POSITION, READY TO FILL GAPS. THE DEFENSIVE LINE CONSISTS OF THREE TACKLES, TWO ENDS, AND A NOSE TACKLE. THE SECONDARY INCLUDES TWO CORNERBACKS AND TWO SAFES. THE INSIDE FIRE SOFT IS A DEFENSIVE STRATEGY THAT IS DESIGNED TO STOP THE RUN. IT IS A 3-4 DEFENSIVE ALIGNMENT WITH THE MIDDLE LINEBACKER IN A SOFT POSITION, READY TO FILL GAPS. THE DEFENSIVE LINE CONSISTS OF THREE TACKLES, TWO ENDS, AND A NOSE TACKLE. THE SECONDARY INCLUDES TWO CORNERBACKS AND TWO SAFES.

MIDDLE STUNT



THE MIDDLE STUNT IS A DEFENSIVE STRATEGY THAT IS DESIGNED TO STOP THE RUN. IT IS A 3-4 DEFENSIVE ALIGNMENT WITH THE MIDDLE LINEBACKER IN A SOFT POSITION, READY TO FILL GAPS. THE DEFENSIVE LINE CONSISTS OF THREE TACKLES, TWO ENDS, AND A NOSE TACKLE. THE SECONDARY INCLUDES TWO CORNERBACKS AND TWO SAFES. THE MIDDLE STUNT IS A DEFENSIVE STRATEGY THAT IS DESIGNED TO STOP THE RUN. IT IS A 3-4 DEFENSIVE ALIGNMENT WITH THE MIDDLE LINEBACKER IN A SOFT POSITION, READY TO FILL GAPS. THE DEFENSIVE LINE CONSISTS OF THREE TACKLES, TWO ENDS, AND A NOSE TACKLE. THE SECONDARY INCLUDES TWO CORNERBACKS AND TWO SAFES.

PREVENT



THE PREVENT IS A DEFENSIVE STRATEGY THAT IS DESIGNED TO STOP THE RUN. IT IS A 3-4 DEFENSIVE ALIGNMENT WITH THE MIDDLE LINEBACKER IN A SOFT POSITION, READY TO FILL GAPS. THE DEFENSIVE LINE CONSISTS OF THREE TACKLES, TWO ENDS, AND A NOSE TACKLE. THE SECONDARY INCLUDES TWO CORNERBACKS AND TWO SAFES. THE PREVENT IS A DEFENSIVE STRATEGY THAT IS DESIGNED TO STOP THE RUN. IT IS A 3-4 DEFENSIVE ALIGNMENT WITH THE MIDDLE LINEBACKER IN A SOFT POSITION, READY TO FILL GAPS. THE DEFENSIVE LINE CONSISTS OF THREE TACKLES, TWO ENDS, AND A NOSE TACKLE. THE SECONDARY INCLUDES TWO CORNERBACKS AND TWO SAFES.

INSIDE FIRE



THE INSIDE FIRE IS A DEFENSIVE STRATEGY THAT IS DESIGNED TO STOP THE RUN. IT IS A 3-4 DEFENSIVE ALIGNMENT WITH THE MIDDLE LINEBACKER IN A SOFT POSITION, READY TO FILL GAPS. THE DEFENSIVE LINE CONSISTS OF THREE TACKLES, TWO ENDS, AND A NOSE TACKLE. THE SECONDARY INCLUDES TWO CORNERBACKS AND TWO SAFES. THE INSIDE FIRE IS A DEFENSIVE STRATEGY THAT IS DESIGNED TO STOP THE RUN. IT IS A 3-4 DEFENSIVE ALIGNMENT WITH THE MIDDLE LINEBACKER IN A SOFT POSITION, READY TO FILL GAPS. THE DEFENSIVE LINE CONSISTS OF THREE TACKLES, TWO ENDS, AND A NOSE TACKLE. THE SECONDARY INCLUDES TWO CORNERBACKS AND TWO SAFES.

NICKEL

COVER 2



NICKEL COVER 2 IS A DEFENSIVE STRATEGY THAT IS DESIGNED TO STOP THE RUN. IT IS A 3-4 DEFENSIVE ALIGNMENT WITH THE MIDDLE LINEBACKER IN A SOFT POSITION, READY TO FILL GAPS. THE DEFENSIVE LINE CONSISTS OF THREE TACKLES, TWO ENDS, AND A NOSE TACKLE. THE SECONDARY INCLUDES TWO CORNERBACKS AND TWO SAFES. NICKEL COVER 2 IS A DEFENSIVE STRATEGY THAT IS DESIGNED TO STOP THE RUN. IT IS A 3-4 DEFENSIVE ALIGNMENT WITH THE MIDDLE LINEBACKER IN A SOFT POSITION, READY TO FILL GAPS. THE DEFENSIVE LINE CONSISTS OF THREE TACKLES, TWO ENDS, AND A NOSE TACKLE. THE SECONDARY INCLUDES TWO CORNERBACKS AND TWO SAFES.

PRIMA'S OFFICIAL STRATEGY GUIDE

INSIDE FIRE SKY 3



ONE LINEBACKER BLITZES WHILE THE OTHER LINEBACKER AND THE EXTRA DEFENSIVE BACKS DROP INTO A MIDDLE ZONE WHILE THE CORNERS PLAY MAN-TO-MAN DEFENSE. THE FREE SAFETY PLAYS A DEEP ZONE TO GUARD AGAINST THE LONG PLAY. TAKE CONTROL OF THE BLITZING LINEBACKER. YOUR DEFENDERS WILL KEEP THE RECEIVERS COVERED FOR A LONG TIME ON THIS PLAY, SO A SACK IS A GOOD BET.

MAN 2



THIS DEFENSE TRIES TO LURE THE OFFENSE INTO THROWING A SHORT PASS. THE CORNERBACKS START OFF THE BALL, THEN MOVE FORWARD TO DENY ANY QUICK THROWS. THIS IS A GOOD OPPORTUNITY FOR AN INTERCEPTION AND A GOOD DEFENSE TO CALL.

MIDDLE TWIST ZONE



THE LINE PULLS A STUNT AND THE LINEBACKER BLITZES TO PRESSURE THE QB ON THIS PLAY. WITH ALL THE DEFENSIVE BACKS IN ZONE COVERAGE, YOU HAVE TO GET TO THE QUARTERBACK IN A HURRY. THIS DEFENSE IS OPEN TO SHORT, QUICK PASSES, SO ONLY CALL IT IN LONG YARDAGE SITUATIONS.

BASE COVER 2



THIS PLAY IS A MAN-TO-MAN VERSION OF COVER 2. CALL THIS DEFENSE WHEN YOU NEED TO GUARD AGAINST A BIG PLAY. IT IS SUSCEPTIBLE TO SHORT PASSES AND QUICK OUTS TO THE SIDELINES. YOU NEED TO GET A GOOD RUSH FROM YOUR LINEMEN AS ONLY FOUR DEFENDERS ARE MOVING AFTER THE QB.

INSIDE FIRE MAN 1



INSIDE FIRE MAN 1 IS A GOOD MULTIPURPOSE PACKED PACKAGE. THE DEFENSIVE BACKS GUARD AGAINST THE BIG PLAY, AND THE BLITZING LINEBACKER PROVIDES THE QB HEAT. IT'S GOOD AGAINST THE RUN, AS THERE ARE STILL SIX DEFENDERS IN THE TACKLE BOX AND EVERYONE IS IN MAN-TO-MAN COVERAGE.

MIDDLE TWIST MAN 1



A LOT OF PRESSURE IS PUT UP FRONT WITH THIS PLAY. RUNS UP THE GUT WILL GET SQUASHED AND THE EXTRA DEFENDER HELPS GUARD AGAINST THE PASS. THE ONLY WEAKNESS TO THIS DEFENSE IS THAT THE DEFENSIVE BACKS ARE IN PASSIVE MODE, CONCEDEING SHORT, QUICK PASSES.

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NICKET MAN



NICKET MAN PUSHES THREE DEFENDERS TO THE LEFT AND TWO TO THE RIGHT, COVERING ANY AND ALL KICK AND SHORT PASS CONJUGACIES. THE DEFENSIVE BACKS ARE PLAYING PASSIVELY ALLOWING SHORT PASSES UNDERNEATH. IF THE OFFENSIVE PLAYER CAN BREAK THE FIRST MURDER, HE CAN MAKE THE FIRST DOWN. CALL THIS PLAY WHEN YOU THINK A RUN PLAY MIGHT BE COMING EVEN THOUGH IT'S A PASSING DOWN.

SAFE COVERAGE



THIS PLAY PUTS THE DEFENSIVE TACKLE INTO COVERAGE AND DARES YOU TO RUN THE BALL. THE CORNERS START 7 YARDS OFF THE LINE OF SCRAMBLE, THE SAFETIES START 11 YARDS OFF THE LINE, AND THE LINEBACKERS' FIRST STEP IS BACKWARD. A DELAY RUN WILL MURDER THIS DEFENSE, SO HAVE CONTROL OF A LINEBACKER AND BE PREPARED FOR THE RUN.

MIDDLE TWIST PRESS



THE QB GETS A TON OF PRESSURE FROM THE RUSHING LINEBACKER AND THE SLUTTING LINEBACKER, AND THE SIX OTHER DEFENDERS ARE IN TIGHT MAN-TO-MAN COVERAGE FROM THE GET GO. USE THIS AS ONE OF YOUR PRIMARY NICKET DEFENSES.

GOAL LINE

PRESS FIRE



WHEN THERE IS AN OPENING TO THE BALL, CALL A GOAL LINE DEFENSE TO SHIP THE RUN ON SHORT YARDAGE PLAYS. THIS PLAY PUTS SOME GUYS IN THE TACKLE BOX, CONCERNING THE DEFENDING TACKLE OFF TACKLE. THE CORNERBACK IS AN INCH AWAY FROM THE QB, AND THE FREE SAFETY DROPS BACK INTO A ZONE. IF THIS IS A PASS PLAY, GET TO THE QB IN A MINUTE. EVENTUALLY THE WIDE-OUT WILL GET OPEN IF YOU GIVE HIM ENOUGH TIME.

WEAK FIRE



THIS PLAY IS USED WHEN THE QB'S PLAYTIME RUNS OUT OF HAND TO THE RIGHT. THE SAFETIES AND THE CORNERS ALL PLAY TIGHT ON THE LINE, SO WATCH OUT FOR A PACE PASS TO THE CORNER.

BASE



THE DIFFERENCE BETWEEN THIS PLAY AND THE PRESS FIRE GOAL LINE PLAY IS THAT THE CORNER IS NOT UP ON THE LINE OF SCRAMBLE AT THE BEGINNING OF THE PLAY. THIS SHOULD ALLOW FOR BETTER PASS DEFENSE ON PACE TYPE ROUTES.

PRIMA'S OFFICIAL STRATEGY GUIDE

ALL FIRE PRESS



THIS PLAY REALLY GAMBLES ON THE RUN. ONLY THE TWO CORNERS DROP BACK TO GUARD AGAINST THE PASS, WHILE EVEN THE SAFETIES COME UP TO DEFEND THE RUN. CALL THIS PLAY ON 3RD OR 4TH AND INCHES AWAY FROM THE GOAL LINE WHEN YOU WANT TO HEDGE YOUR BET AGAINST A PASS PLAY.

MIDDLE JOKER



THIS PLAY LOOKS LIKE A NORMAL GOAL LINE DEFENSE WHEN YOU LINE UP, BUT THE DEFENSIVE BACKS DROP INTO A ZONE TO GUARD AGAINST THE PASS. THE LINE PLAYS AGAINST A RUN TO THE OUTSIDE, SO BE WARY OF THE RUN UP THE MIDDLE.

MIDDLE TWIST



WHILE THE BACKS PRESS COVERAGE IN CASE OF A PASS, THE DEFENSIVE LINE OVERLOADS ON THE CENTER IN AN ATTEMPT TO STOP ANY RUNS UP THE GIB. THIS IS A GOOD DEFENSE TO STOP A QB SNEAK.

STRONG FIRE



THE RIGHT LINEBACKER BLITZES WHILE THE LEFT LINE HEDGES AGAINST THE RUN. THE OTHER BACKS STEP UP TO PRESS ANY RECEIVERS AT THE LINE OF SCRIMPAGE, AND THE LINE GUESSES THAT THE RUN WILL COME LEFT OF CENTER.

MIDDLE JOKER PRESS



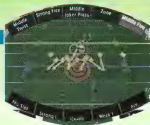
THE DEFENSE GUESSES THAT THE RUN WILL COME TO THE RIGHT SIDE, AS WITH ALL OF THE JOKER PLAYS. THE DEFENSIVE BACKS DROP INTO A ZONE COVERAGE, SO YOU ARE WELL PREPARED IN CASE THE OFFENSE CALLS A WIDE PLAY.

ZONE



THE ZONE PLAY PUTS A LOT OF PRESSURE ON THE CENTER AND RIGHT SIDE OF THE LINE, WHILE THE DEFENSIVE BACKS COVER ZONES TO GUARD AGAINST THE PASS. WATCH FOR A RUN AGAINST THE LEFT SIDE—YOUR FORMATION IS WEAK THERE.

MIDDLE FIRE



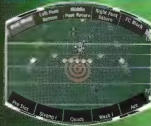
THIS DEFENSE IS GUESSING THAT THE RUN WILL BE TO THE OUTSIDE. THE CORNERS ARE IN TIGHT COVERAGE AND ONE TACKLE JUMPS BACK INTO A ZONE WHEN THE MIDDLE JUST IN CASE.

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SPECIAL

PUNT BLOCK

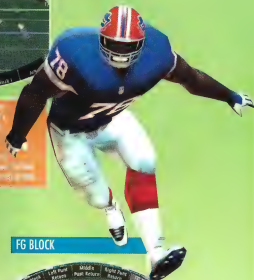


When a punter is blocked, the punt returner can block the punter and try to return the ball. If the punter is blocked, the punt returner can block the punter and try to return the ball. If the punter is blocked, the punt returner can block the punter and try to return the ball.

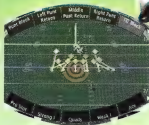
LEFT PUNT RETURN, MIDDLE PUNT RETURN, RIGHT PUNT RETURN



When a punter is blocked, the punt returner can block the punter and try to return the ball. If the punter is blocked, the punt returner can block the punter and try to return the ball. If the punter is blocked, the punt returner can block the punter and try to return the ball.



FG BLOCK



When a punter is blocked, the punt returner can block the punter and try to return the ball. If the punter is blocked, the punt returner can block the punter and try to return the ball. If the punter is blocked, the punt returner can block the punter and try to return the ball.

PRIMA'S OFFICIAL STRATEGY GUIDE

NFL 2K features all 31 teams in the NFL. That's right they're all there, including the all-new Cleveland Browns. And each team is different. Every team has its own playbook. They all share core offensive and defensive plays, but each team has 10–15 unique offensive plays.

This section goes over the playbook of each team and gives you descriptions of all the custom plays.

THE TEAMS BY THE NUMBERS

TEAM	OFFENSE	DEFENSE	OVERALL
49ers	91	81	83
Bears	68	85	75
Bengals	77	68	72
Bills	89	85	85
Broncos	94	90	92
Browns	70	73	73
Buccaneers	83	95	86
Cardinals	74	89	80
Chargers	62	98	81
Chiefs	77	89	83
Colts	87	73	78
Cowboys	89	84	85
Dolphins	86	93	85
Eagles	65	80	73
Falcons	95	94	91
Giants	63	82	74
Jaguars	95	82	87
Jets	93	94	91
Lions	82	80	80
Packers	94	85	84
Panthers	74	66	72
Patriots	92	83	86
Raiders	74	96	84
Rams	68	86	77
Ravens	65	77	72
Redskins	76	81	79
Saints	67	74	71
Seahawks	67	92	79
Steelers	67	92	78
Titans	74	88	84
Vikings	100	92	94



NFL 2K

SAN FRANCISCO 49ERS

BY
THE
NUMBERS

Offense ▶▶▶ 91

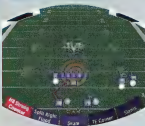
Defense ▶▶▶ 81

Overall ▶▶▶ 83

UNIQUE PLAYS

PRO SET

HB STRONG COUNTER



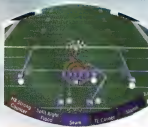
THE QB HANDS OFF TO THE RB WHO MOVES TO THE LEFT. THE RB MUST BE FAST AND AGILE TO BE ABLE TO RUN THE PLAY. THE QB MUST BE ABLE TO READ THE DEFENSE AND MAKE A QUICK DECISION ON WHETHER TO HAND OFF OR PASS.

SPLIT RIGHT FLOOD



LEAD THE QB WITH HIS SHOULDERS TO THE RIGHT AND A SLIGHT LEFT TO EMPLOY A DEEP PASSING GAME. THE WR MUST BE FAST AND AGILE TO BE ABLE TO RUN THE PLAY. THE QB MUST BE ABLE TO READ THE DEFENSE AND MAKE A QUICK DECISION ON WHETHER TO PASS OR HAND OFF.

SEAM



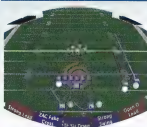
THE SEAM PLAY IS A POWERFUL ONE. THE QB MUST BE ABLE TO READ THE DEFENSE AND MAKE A QUICK DECISION ON WHETHER TO PASS OR HAND OFF. THE WR MUST BE FAST AND AGILE TO BE ABLE TO RUN THE PLAY.

STRONG LEAD



THE STRONG LEAD PLAY PROVIDES A GOOD OPTION FOR THE RUNNING BACK. THE QB MUST BE ABLE TO READ THE DEFENSE AND MAKE A QUICK DECISION ON WHETHER TO PASS OR HAND OFF. THE RB MUST BE FAST AND AGILE TO BE ABLE TO RUN THE PLAY.

ZAC FAKE CROSS



THE PRIMARY RECEIVER RUNS ACROSS THE MIDDLE OF THE FIELD ON THE PASSING PLAY. AFTER THE PASS, THE WR MUST BE ABLE TO MAKE A QUICK DECISION ON WHETHER TO CATCH THE BALL OR RUN. THE QB MUST BE ABLE TO READ THE DEFENSE AND MAKE A QUICK DECISION ON WHETHER TO PASS OR HAND OFF.

NFL 2K

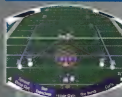
QUADS

SPREAD DEEP OUT



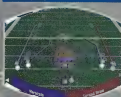
When the offensive line is spread out, the quarterback can throw the ball deep to the wide receiver. This play is used to stretch the field and to get the ball to the outside. The offensive line is spread out to create space for the quarterback to throw the ball deep to the wide receiver.

SAN FRANCISCO



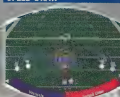
When the offensive line is spread out, the quarterback can throw the ball deep to the wide receiver. This play is used to stretch the field and to get the ball to the outside. The offensive line is spread out to create space for the quarterback to throw the ball deep to the wide receiver.

VERTICALS



When the offensive line is spread out, the quarterback can throw the ball deep to the wide receiver. This play is used to stretch the field and to get the ball to the outside. The offensive line is spread out to create space for the quarterback to throw the ball deep to the wide receiver.

SPEED DRAW



When the offensive line is spread out, the quarterback can throw the ball deep to the wide receiver. This play is used to stretch the field and to get the ball to the outside. The offensive line is spread out to create space for the quarterback to throw the ball deep to the wide receiver.

THE PLAYBOOK

OFFENSE

TRIPS

PA Sidearm Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Short
HB Inno	TE Cross	HB Toss Left	Outside Hitch	End Around
PA Middle Cross				

SPREAD

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Fly Routes				

FORM

Deep Slants	HB Follow	HB Check	Coupler	Roll Screen Right
Kiss Right	TE Vertical	Split Belly	Outs	

PRO SET

YB Blot	Deep Cross	Swamp Right	HB Swing	HB Corner
Draw	Quick Outs	G Lead	PA Flag	HB Off Corner
HB Counter	Split Right Flood	Swamp	TE Corner	Slants
Blowing Lead	ZAC Fake Cross	TE Sit Down	Strong Swing	Open O Lead
ZAC Strong Sweep	ZAC MKD Cornback			

SHOTGUN

Inside Corner	Middle Draw	All Struck	G Lead Left	Cornback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Toss	Inside Sweep
Minor Cornback				

STRONG I

Stop and Go	Middle Screen	HB Out	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Spread Deep Out	San Francisco	Inside Outs	The Bomb	Curl
Verticals	Spread Draw			

PRIMA'S OFFICIAL STRATEGY GUIDE

WEAK 1

Strong Lead	FB Flat	FB Lead Sweep	TE Screen	Counter Right
WR Screen	PA Post	Witches		

ACE

TE Screen	Center Draw	PA Dig	Bounce Outside	HB Outlaw
Sweep Left	PA TE Drag	HB Counter Left	PA TE Cross	G Lead Right

CLOCK

QB Take Knee	QB Spike Ball			
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SPECIAL

Field Goal	Field Goal Pass	Fake Punt Pass	Fake Punt Boathug	Punt
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trap	Quick Fade	HB Center Blast	Left Screen	FB Drive
Toss Right	QB Bootleg	TE Flat	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

4-3

Middle Stunt Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Stunt Man 1

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Soft	Inside Fire Soft	Middle Stunt	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Twist Zone	Base Cover 2
Inside Fire Man 1	Middle Twist Man 1	Hotshot Man	Safe Coverage	Middle Twist Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Twist	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block
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NFL 2K

CHICAGO BEARS

BY
THE
NUMBERS

Offense ▶▶▶ 68

Defense ▶▶▶ 85

Overall ▶▶▶ 75

WEAK I

FOX ISOLATION

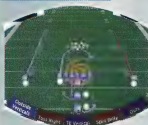


IT'S HARD TO WIN THE BATTLE FOR THE LINE OF SCUMBLE. THIS PLAY WORKS BEST WHEN YOU HAVE A COUPLE OF TIGHT ENDS.

UNIQUE PLAYS

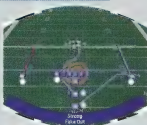
I FORM

OUTSIDE VERTICALS



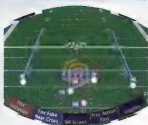
THE TIGHT END COMBINATION FOR THIS PLAY IS THE MOST IMPORTANT. THE TIGHT END MUST BE ABLE TO BLOCK THE DEFENSE'S LINEBACKER. THE WIDE RECEIVER MUST BE ABLE TO CATCH THE PASS AND RUN IT IN.

STRONG FAKE OUT



THE WIDE RECEIVER MUST BE ABLE TO CATCH THE PASS AND RUN IT IN. THE RUNNING BACK MUST BE ABLE TO FAKE THE HANDOFF AND RUN IT IN. THE TIGHT END MUST BE ABLE TO BLOCK THE DEFENSE'S LINEBACKER.

FOX FAKE NEAR CROSS



THIS IS A REALLY GOOD PLAY AGAINST THE ZONE. AFTER THE FAKE HANDOFF TO THE RUNNING BACK, THE WIDE RECEIVER MUST BE ABLE TO CATCH THE PASS AND RUN IT IN. THE TIGHT END MUST BE ABLE TO BLOCK THE DEFENSE'S LINEBACKER.

ZING OUT



THE PRIMARY TARGET IS THE TIGHT END WHO RUNS UP AND DOWN THE FIELD. CUTTING TO THE SIDE, THE TIGHT END MUST BE ABLE TO CATCH THE PASS AND RUN IT IN. THE WIDE RECEIVER MUST BE ABLE TO BLOCK THE DEFENSE'S LINEBACKER.

PRIMA'S OFFICIAL STRATEGY GUIDE

ZING LEAD



RELEASE YOUR RECEIVER ON THE RUN UP THE MIDDLE. YOUR JOB IS TO HOLD YOURSELF BACK 2 YARDS ON THE OUTSIDE OF THE RUN.

ZING FAKE CROSS



WAIT FOR THE PRIMARY RECEIVER TO GET ABOUT 10 YARDS UP THE MIDDLE. THEN, FAKE A CROSS TO THE TIGHT END. YOUR JOB IS TO HOLD YOURSELF BACK 2 YARDS ON THE OUTSIDE OF THE RUN. THE SAFETY WILL BE HUNG UP ON THE FAKE.

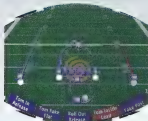
ZING COUNTER



WAIT FOR THE PRIMARY RECEIVER TO GET ABOUT 10 YARDS UP THE MIDDLE. THEN, FAKE A CROSS TO THE TIGHT END. YOUR JOB IS TO HOLD YOURSELF BACK 2 YARDS ON THE OUTSIDE OF THE RUN. THE SAFETY WILL BE HUNG UP ON THE FAKE.

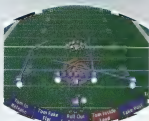
ACE

TOM IN RELEASE



THE PRIMARY RECEIVER RUNS UP TO 30 YARDS AND CUTS ACROSS THE MIDDLE. WAIT FOR HIM TO GET TO THE MIDDLE. HE WILL THEN CUT ACROSS THE MIDDLE. STICK LEFT AND SCRAMBLE UP TO COMPLETE THE PASS. THIS WORKS WELL AGAINST ZONE DEFENSES.

TOM FAKE FLAT

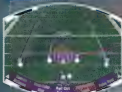


HIT THE TIGHT END WHEN HE'S ABOUT 10 YARDS UP THE MIDDLE. HE WILL THEN CUT ACROSS THE MIDDLE. STICK LEFT AND SCRAMBLE UP TO COMPLETE THE PASS. THIS WORKS WELL AGAINST ZONE DEFENSES.

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NFL 2K

ROLL OUT RELEASE



Roll out release is the most common play in the game. It is a play where the quarterback rolls out to the right or left and releases the ball to a receiver. This play is used to get the ball into the hands of a receiver who is in a good position to catch it. The play is also used to get the ball into the hands of a receiver who is in a good position to catch it.

TOM INSIDE LEAD



Tom inside lead is a play where the quarterback rolls out to the right and releases the ball to a receiver who is in a good position to catch it. This play is used to get the ball into the hands of a receiver who is in a good position to catch it.

FAKE POST



Fake post is a play where the quarterback rolls out to the right and releases the ball to a receiver who is in a good position to catch it. This play is used to get the ball into the hands of a receiver who is in a good position to catch it.

TOM LEAD



Tom lead is a play where the quarterback rolls out to the right and releases the ball to a receiver who is in a good position to catch it. This play is used to get the ball into the hands of a receiver who is in a good position to catch it.

THE PLAYBOOK

OFFENSE

WRAPS

Wide Receiver Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
HB Trap	TE Cross	HB Toss Left	Outside Hitts	End Around
HB Middle Cross				

SPREAD

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Fly Routes				

I FORM

Deep Slants	HB Follow	HB Check	Counter	Roll Screen Right
Outside Verticals	Toss Right	TE Vertical	Split Belly	Outs
Strong Fake Out				

PRO SET

FB Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Draw	Quick Outs	G Lead	PA Flag	FB Off Center
TE Corner	Slants			

SHOTGUN

Inside Corner	Middle Draw	All Streak	G Lead Left	Corneback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Seam
Near Corneback				

STRONG I

Slap and Go	Middle Screen	HB Gift	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Outs	The Bomb	Curls		

WEAK I

Strong Lead	FB Flat	FB Lead Sweep	TE Screen	Counter Right
FB Isolation	Fox Fake Near Cross	WR Screen	PA Post	Hitches
Zing Out	Zing Lead	Zing Fake Cross	Zing Counter	

PRIMA'S OFFICIAL STRATEGY GUIDE

ACE

TE Screen
Sweep Left
Joke In Release
Turn Lead

Center Draw
PA TE Drop
Turn Fake Flat

PA Dig
HB Counter Left
Roll Out Release

Bounce Outside
PA TE Cross
Turn Inside Lead

HB Option
G Lead Right
Fake Post

CLOCK

QB Take Knee

QB Spike Ball

SPECIAL

Field Goal
Field Goal Screen Pass

Field Goal Pass
Field Goal Run

Fake Punt Pass

Fake Punt Bootleg

Punt

GOAL LINE

FB Trap
Toss Right

Quick Fade
QB Bootleg

HB Center Blast
TE Flare

Left Screen
FB Lead

FB Dive

DEFENSE

NICKEL ODD

Press 2 Deep
Double Fire Man Off

Double Shoot Man 1
Outside Fire 3 Deep

Base Man
Prevent 3 Deep

Outside Fire Man 1
Double Shoot

Off Man 2 Deep
Press Fire Man 1

4-3

Middle Stunt Press
Inside Joker Sky 3

Middle Dog Sky 3
Dog Press

Base
Inside Blitz Man 1

Middle Fire Press
Tight Man 2 Deep

Base Cover 2
Middle Stunt Man 1

3-4

Tight Man 2 Deep
Double Shoot Man 1

Double Shoot 3 Deep
Press 2 Deep

Base Man 2
Double Shoot Press 1

Outside Fire 1 Deep
Middle Blitz

Base Man Off
Outside Dog Man 1

DIME

Base Cover 3
Middle Dog Sky 1

Inside Fire Sky 3
Inside Fire Soft

Base 2 Deep
Middle Stunt

Inside Fire Press
Prevent

Safe Cover 2
Inside Fire

NICKEL

Cover 2
Inside Fire Man 1

Inside Fire Sky 3
Middle Twist Man 1

Man 2
Hotshot Man

Middle Twist Zone
Safe Coverage

Base Cover 2
Middle Twist Press

GOAL LINE

Press Fire
Middle Twist

Weak Fire
Strong Fire

Base
Middle Joker Press

All Fire Press
Zone

Middle Joker
Middle Fire

SPECIAL

Punt Block

Left Punt Return

Middle Punt Return

Right Punt Return

FG Block

NFL 2K

CINCINNATI BENGALS

BY
THE
NUMBERS

Offense ▶ 77

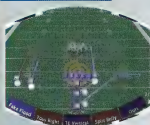
Defense ▶ 68

Overall ▶ 72

UNIQUE PLAYS

I FORM

FAKE FLOOD



WITH THE FAKE FLOOD IN THE MIDDLE, WAIT FOR THE DEFENSE TO MOVE FORWARD AND THEN PASS TO THE WIDE RECEIVER. THIS PLAY IS A GOOD WAY TO GET A FIRST DOWN AND A GOOD PLAY. IT IS A GOOD WAY TO GET A FIRST DOWN AND A GOOD PLAY. IT IS A GOOD WAY TO GET A FIRST DOWN AND A GOOD PLAY.

INSIDE SEAM



WITH THE INSIDE SEAM IN THE MIDDLE, WAIT FOR THE DEFENSE TO MOVE FORWARD AND THEN PASS TO THE WIDE RECEIVER. THIS PLAY IS A GOOD WAY TO GET A FIRST DOWN AND A GOOD PLAY. IT IS A GOOD WAY TO GET A FIRST DOWN AND A GOOD PLAY.

PRO SLOT

DOUBLE CHECK UP



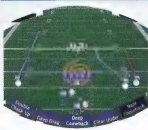
THE PRIMARY PASSER IN THE MIDDLE, WAIT FOR THE DEFENSE TO MOVE FORWARD AND THEN PASS TO THE WIDE RECEIVER. THIS PLAY IS A GOOD WAY TO GET A FIRST DOWN AND A GOOD PLAY. IT IS A GOOD WAY TO GET A FIRST DOWN AND A GOOD PLAY.

DEEP DRAG



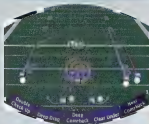
SINCE THE PRIMARY RECEIVER HAS MADE HIS CUT, WAIT FOR THE DEFENSE TO MOVE FORWARD AND THEN PASS TO THE WIDE RECEIVER. THIS PLAY IS A GOOD WAY TO GET A FIRST DOWN AND A GOOD PLAY. IT IS A GOOD WAY TO GET A FIRST DOWN AND A GOOD PLAY.

DEEP COMEBACK



AS WITH ALL COMEBACK PATTERNS, MAKE SURE YOU HAVE A LOT OF DEFENSES. THIS PLAY IS A GOOD WAY TO GET A FIRST DOWN AND A GOOD PLAY. IT IS A GOOD WAY TO GET A FIRST DOWN AND A GOOD PLAY.

Clear Under



THIS PLAY WILL GET YOU 10 YARDS AND MORE AS THE PRIMARY WIDE-OUT CUTS ACROSS THE MIDDLE. THIS WORKS WELL AGAINST A ZONE. LEAD YOUR RECEIVER A LITTLE BIT (ANALOG STICK LEFT) AS HE COMES ACROSS THE FIELD. IF THE PRIMARY RECEIVER IS COVERED, YOU HAVE TWO RECEIVERS RUNNING JUMP PATTERNS, ONE OF WHOM SHOULD BE IN SHORTER COVERAGE.

Outside Quick Stop



TIME THE PASS SO THE BALL ARRIVES JUST AS THE RECEIVER IS TURNING AROUND. THIS PLAY WILL GET YOU 7 TO 8 YARDS BUT BE CAREFUL. THE RECEIVER IS NOW RUNNING TOWARD THE LINE OF SCRUMMAGE AND HE WILL LOSE YARDS THE LONGER YOU WAIT. A GREAT SECONDARY RECEIVER IS THE FULLBACK COMING OUT OF THE BACKFIELD. YOU CAN COMPLETE MANY RAG PLAYS WITH HIGH RAG (RUM AFTER CATCH) WITH THIS SECONDARY TARGET.

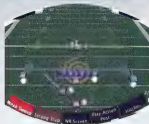
FB Flat



THIS PLAY IS A GOOD SMALL, OUTDRIVE PASS PLAY. THE FULLBACK IS A BIG TARGET AND CAN GET YOU 3-5 YARDS. GIVE HIM A COUPLE OF SECONDS BEFORE DELIVERING THE BALL AND DON'T LEAD HIM. THE PASS IS SO CLOSE THAT ANY LEAD WILL CAUSE HIM TO STOP OR DIVE, LIMITING YOUR YARDAGE GAINS.

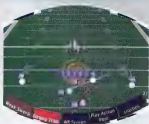
WEAK I

Weak Sweep



IT'S CALLED A WEAK SWEEP BECAUSE THE RUN TAKES PLACE ON THE OPPOSITE SIDE OF THE LINE FROM THE TIGHT END. WITHOUT THE EXTRA BLOCK, YOU NEED TO GET UPFIELD QUICKLY AND NOT SPEND TOO MUCH TIME RUNNING SIDE TO SIDE.

Strong Trap



THIS IS A GREAT RUNNING PLAY. DON'T HIT THE SPEED BUST FOR THE FIRST COUPLE OF SECONDS—WAIT FOR YOUR BLOCKERS. ONCE THEY TURN UPFIELD, POUR ON THE GAS AND HIT THE BREAKER WHEN THEY OPEN UP.

Zing Fake Cross



WHEN YOU ARE RUNNING, DON'T LET THE PRIMARY WIDEOUT DRIFT TOO FAR LEFT AND INTO ENDZ. WATCHING THE BALL CAN BE CONFUSING. HOLD THE BALL AND LET THE FULLBACK GET THE 10-15 YARD GAIN.

BENGALS

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THE PLAYBOOK

OFFENSE

TRIPLE

QB: Slide/Sprint	HB: Draw	HB: Screen Left	QB: Tackle Left	Inside Slant
WR: Trap	TE: Cross	HB: Toss Left	Outside Hitch	End Around
HB: Middle Cross				

SPLIT

QB: Middle Post	HB: Screen	Middle Delay	Cross: Middle	Pitch Left
QB: Middle Post	QB: Tackle	Deep Out	Wide Right	Quick Screen
HB: Routes				

1-ELITE

HB: Slant	HB: Follow	HB: Check	Counter	Roll: Screen Right
HB: Flood	Toss Right	TE: Vertical	Spin: Rally	Out
HB: Seam				

FB

HB: Blast	Deep: Cross	Swamp: Right	HB: Swing	FB: Counter
HB: Wave	Quick: Out	G: Lead	PA: Flag	FB: Off Corner
TE: Carrier				

SHC

Inside Corner	Middle Draw	Air: Screen	G: Lead Left	Comeback
TE: Out				
Slant and Go				

PRO SLOT

Inside Zone	Inside Curl	FB: Lead Toss	Deep: Out	FB: Middle Attack
Deep Corner	Quick Hitches	Over: Tackle	Split: Fade	Inside Seam
Double: Check Up	Deep: Drag	Deep: Comeback	Clear: Under	Near: Comeback
Outside: Quick Stop				
FB: Flat				

STRONG I

Stop and Go	Middle: Screen	HB: Cut	FB: Screen	FB: Outside
Vertical: Slant				
TE: Curl				

QUADS

Cross: Route	Outside: Blast	Deep: Post	HB: Delay	Screen
Inside: Out				
The Bomb				

WEAK I

Strong: Lead	FB: Flat	FB: Lead: Swap	TE: Screen	Counter: Right
Weak: Sweep	Strong: Trap	WR: Screen	PA: Post	Hitches
Zig: Fake Cross				

ACE

TE: Screen	Center: Draw	PA: Dig	Bouquet: Outside	HB: Option
Sweep: Left				
PA: TE: Drag				
HB: Counter: Left				
PA: TE: Cross				
G: Lead: Right				

PRIMA'S OFFICIAL STRATEGY GUIDE

CLUTCH

QB Take Knee QB Spike Ball

SPECIAL

Field Goal Field Goal Pass Fake Punt Pass
Field Goal Screen Pass Field Goal Run Fake Punt Blocking Punt

GOAL LINE

FB Wrap QB Fodge HB Center Blast Left Screen FB Dive
Toss Right QB Bootleg TE Flip FB Lead

DEFENSE

NICKEL-ODD

Press 2 Deep Double Shot Man 1 Base Man Outside Fire Man 1 Off Man 2 Deep
Double Fire Man Off Outside Fire 3 Deep Prevent 3 Deep Double Shot Press Fire Man 1

4-3

Middle Stunt Press Middle Dog Sky 3 Base Middle Fire Press 3 Line Cover 2
Inside Jabber Sky 3 Dog Press Inside Blitz Man 1 Tight Man 2 Deep Middle Stunt Man 1

3-4

Tight Man 2 Deep Double Shot 3 Deep Base Man 2 Outside Fire 1 Deep Base Man Off
Double Shot Man 1 Press 2 Deep Double Shot Press 1 Middle Blitz Outside Dog Man 1

DIME

Base Cover 3 Inside Fire Sky 3 Base 2 Deep Inside Fire Press Safe Cover 2
Middle Dog Soft Inside Fire Soft Middle Stunt Prevent Inside Fire

NICKEL

Cover 2 Inside Fire Sky 3 Man 2 Middle Turtl Zone Base Cover 2
Inside Fire Man 1 Middle Turtl Man 1 Hitchhail Man Safe Coverage Middle Turtl Press

GOAL LINE

Press Fire Weak Fire Base All Fire Press Middle Jabber
Middle Turtl Strong Fire Middle Jabber Press Zone Middle Fire

SPECIAL

Punt Block Left Punt Return Middle Punt Return Right Punt Return FG Block

NFL 2K

BUFFALO BILLS

BY
THE
NUMBERS

Offense ▶▶▶ 89

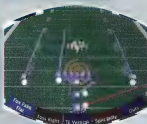
Defense ▶▶▶ 85

Overall ▶▶▶ 85

UNIQUE PLAYS

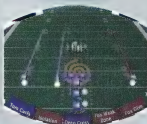
I FORM

FOX FAKE FLAT



Make a noncommittal decision. Before the snap, the QB should be looking to the receiver or the running back. After the snap, the QB should look to the receiver or the running back. The running back should be looking to the QB. The wide receiver should be looking to the QB. The defensive line should be looking to the QB.

TOM CURLS



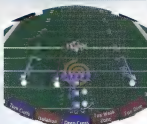
You are going to need one more of a cone to wait until the QB is ready. The QB should look to the receiver or the running back. After the snap, the QB should look to the receiver or the running back. The running back should be looking to the QB. The wide receiver should be looking to the QB. The defensive line should be looking to the QB.

ISOLATION



Get to the line as quickly as possible. The QB should look to the receiver or the running back. After the snap, the QB should look to the receiver or the running back. The running back should be looking to the QB. The wide receiver should be looking to the QB. The defensive line should be looking to the QB.

DEEP CROSS



Wait for the QB to make his cut across the middle of the field and deliver the ball. The QB should look to the receiver or the running back. After the snap, the QB should look to the receiver or the running back. The running back should be looking to the QB. The wide receiver should be looking to the QB. The defensive line should be looking to the QB.

FOX WEAK ZONE



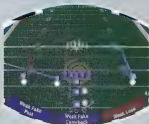
Follow your fallback on this play for a big gain. If you can get past the cornerback, this play will get you 5-10 yards.

FOX DIVE



RELEASE THE PLAYBACK ON THE GOAL LINE. THE QB WILL DIVE TO THE RIGHT AND THE RB WILL FOLLOW HIM TO THE RIGHT. THE QB WILL DIVE TO THE RIGHT AND THE RB WILL FOLLOW HIM TO THE RIGHT. THE QB WILL DIVE TO THE RIGHT AND THE RB WILL FOLLOW HIM TO THE RIGHT.

WEAK FAKE POST



RELEASE THE PLAYBACK ON THE GOAL LINE. THE QB WILL DIVE TO THE RIGHT AND THE RB WILL FOLLOW HIM TO THE RIGHT. THE QB WILL DIVE TO THE RIGHT AND THE RB WILL FOLLOW HIM TO THE RIGHT. THE QB WILL DIVE TO THE RIGHT AND THE RB WILL FOLLOW HIM TO THE RIGHT.

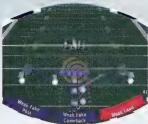
WEAK FAKE COMEBACK



RELEASE THE PLAYBACK ON THE GOAL LINE. THE QB WILL DIVE TO THE RIGHT AND THE RB WILL FOLLOW HIM TO THE RIGHT. THE QB WILL DIVE TO THE RIGHT AND THE RB WILL FOLLOW HIM TO THE RIGHT. THE QB WILL DIVE TO THE RIGHT AND THE RB WILL FOLLOW HIM TO THE RIGHT.

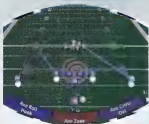
ACE

WEAK LEAD



THIS PLAY IS A RUN THAT WORKS BEST WHEN YOU FOLLOW THE PLAYBACK AND RUN TO THE OUTSIDE. THE QB WILL DIVE TO THE RIGHT AND THE RB WILL FOLLOW HIM TO THE RIGHT. THE QB WILL DIVE TO THE RIGHT AND THE RB WILL FOLLOW HIM TO THE RIGHT.

AXE ROLL HOOK



THE MAIN PURPOSE OF THIS PLAY IS TO RUN THE QB TO THE OUTSIDE. THE QB WILL DIVE TO THE RIGHT AND THE RB WILL FOLLOW HIM TO THE RIGHT. THE QB WILL DIVE TO THE RIGHT AND THE RB WILL FOLLOW HIM TO THE RIGHT.

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AXE ZONE



YOUR BLOCKING SCHEME SHOULD GET YOUR HALFBACK 3-5 YARDS EVERY TIME. THE HOLE WILL BE TO THE LEFT OF THE LINE AND, ONCE YOU SEE IT OPEN, HIT IT AS HARD AS YOU CAN.

AXE CROSS ROUTE



THE RIGHT END IS YOUR TARGET, BUT THE WIDE RECEIVER STANDING UP THE RIGHT SIDE IS AN IRRESISTIBLE TARGET. WATCH THE SAFETY—IF HE DROPS DOWN TO COVER EITHER THE RECEIVER ON THE LEFT OR THE RIGHT END, HIT THE WIDE-OUT ON THE WIDE RECEIVER STANDING UP THE RIGHT SIDE.

THE PLAYBOOK

OFFENSE

TRIPS

HB Sideline Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
HB Loop	TE Cross	HB Toss Left	Outside Hitch	End Around
HB Middle Cross				

SPRING

Middle Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Fly Routes				

FORM

Deep Slants	HB Follow	HB Check	Counter	Roll Screen Right
Fox Fake Flat	Toss Right	TE Vertical	Split Belly	Outs
Fox Curls	Isolation	Deep Cross	Fox Week Zone	Fox Dive
Weak Fake Post	Weak Fake Comeback	Weak Lead		

PRO SET

HB Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
HB Blast	Quick Outs	G Lead	PA Flog	FB Off Center
HB Counter	Slants			

SHOTGUN

Inside Corner	Middle Draw	All Stride	G Lead Left	Comeback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Tackle	Inside Soam
Moore Comeback				

STRONG I

Shag and Go	Middle Screen	HB Out	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Outs	The Bomb	Curls		

PRIMA'S OFFICIAL STRATEGY GUIDE

PRIMA

Strong Lead WR Screen	FB Flat PA Post	FB Lead Sweep Hitches	TE Screen	Counter Right
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ACE

TE Screen	Center Draw	PA Dig	Bounce Outside	HB Outbox
Swing Left	PA TE Drop	HB Counter Left	PA TE Cross	G Lead Right
Axe Roll Hook	Axe Zone	Axe Cross Route		

CLOCK

QB Tack Knee	QB Spike Ball
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SPECIAL

Field Goal	Field Goal Pass	Fake Punt Pass	Fake Punt Bootleg	Punt
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trap	Quick Fade	HB Center Blast	Left Screen	FB Dive
Toss Right	QB Bootleg	TE Flat	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

4-3

Middle Short Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Short Man 1

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Short Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Soft	Inside Fire Soft	Middle Stunt	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Twist Zone	Base Cover 2
Inside Fire Man 1	Middle Twist Man 1	Blitz Man	Safe Coverage	Middle Twist Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Twist	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Returns	Middle Punt Returns	Right Punt Returns	FB Kick
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UNIQUE PLAYS

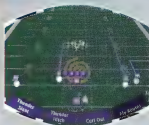
BY THE NUMBERS

Defence 90

Overall **92**

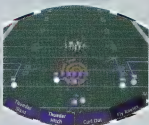
SPREAD

THUNDER SLANT



1. **Identify the main idea of the passage.**
 2. **Identify the supporting details.**
 3. **Identify the author's purpose.**
 4. **Identify the author's tone.**
 5. **Identify the author's point of view.**
 6. **Identify the author's bias.**
 7. **Identify the author's audience.**
 8. **Identify the author's style.**
 9. **Identify the author's structure.**
 10. **Identify the author's language.**

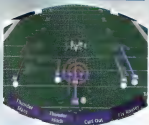
THUNDER HITCH



IF YOU WAIT (BUILDING ON THIS PASS, THE RIGHT SIDE WILL BE MISSING FOR THE FORWARD WHEN YOU GET TO THE WALL, AND MAYBE EVEN BE IN A HOLE. IF MOVING FORWARD (STAYING FORWARD SIDE UP) OR MAXIMUM SPEED.

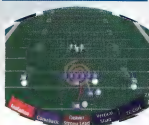
STRONG I

CURL OUT



HIT THE PRIMA... HE TURNS BACK
TO THE QB. IT'S... HE'S THE ANSWER
ON THE FIELD... A
GOOD BREAKUP...
GOES OUT ABOVE... AROUND.

ISOLATION

[illegible]

COMEBACK



FORGET WAITING FOR THE RECEIVER TO TURN AROUND—GO FOR THE END ZONE. AFTER A COUPLE OF SECONDS, THE BALL IS THERE, AND THE RECEIVER CAN GO FOR A BIG PLAY.

DENVER STRONG LEAD



THIS PLAY IS DESIGNED TO GO OUTSIDE, BUT THE BLOCKING DOESN'T GIVE YOU A LOT OF TIME TO RUN. IF YOU CAN GET OUTSIDE OF THE DEFENSE, YOU CAN BOUNCE ALL THE WAY OUTSIDE FOR A BIG GAIN.

ZING CRACK



THE DIFFERENCE BETWEEN A ZING CRACK AND A 7-YARD GAIN ON THIS PLAY IS THE BLOCKING. BLOCKING THE DEFENSE FROM THE INSIDE OF THE LINE. YOU CAN BOUNCE ALL THE WAY OUTSIDE FOR A BIG GAIN.

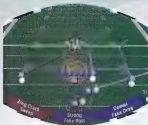
STRONG FAKE POST



THIS IS A STRONG FAKE POST PLAY. IT'S DESIGNED TO GO OUTSIDE, BUT THE BLOCKING DOESN'T GIVE YOU A LOT OF TIME TO RUN. IF YOU CAN GET OUTSIDE OF THE DEFENSE, YOU CAN BOUNCE ALL THE WAY OUTSIDE FOR A BIG GAIN.

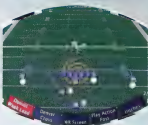
WEAK 1

DENVER FAKE DRAG



WAIT FOR THE WIDE END TO CROSS MIDFIELD BEFORE DELIVERING HIM THE BALL. LEAD HIM (ANALOG STICK RIGHT) TO HIT HIM IN STRIDE. THIS PLAY WORKS WELL AGAINST THE ZONE AND MAN-TO-MAN DEFENSES.

DENVER WEAK LEAD



FOLLOW YOUR FULLBACK BLOCKER OUTSIDE ON THIS PLAY FOR A GOOD 3-5 YARDS. IF THE WIDE RECEIVER CAN HOLD OFF THE DEFENDER, YOU CAN BOUNCE THIS PLAY OUTSIDE EVEN FARTHER AND GO FOR A 10-YARD PLAY.

DENVER CROSS



THIS IS A CROSS PLAY. IT'S DESIGNED TO GO OUTSIDE, BUT THE BLOCKING DOESN'T GIVE YOU A LOT OF TIME TO RUN. IF YOU CAN GET OUTSIDE OF THE DEFENSE, YOU CAN BOUNCE ALL THE WAY OUTSIDE FOR A BIG GAIN.

BRONCOS

SEGATM
SPORTS

NFL 2K

SLANTS



ON THE SLANT PLAY, THE QB MUST WATCH FOR THE DEFENSE TO MOVE INTO THE SLANT AREA. THE QB MUST WATCH FOR THE DEFENSE TO MOVE INTO THE SLANT AREA. THE QB MUST WATCH FOR THE DEFENSE TO MOVE INTO THE SLANT AREA.

STRONG TRAP



ON THE STRONG TRAP PLAY, THE QB MUST WATCH FOR THE DEFENSE TO MOVE INTO THE STRONG TRAP AREA. THE QB MUST WATCH FOR THE DEFENSE TO MOVE INTO THE STRONG TRAP AREA. THE QB MUST WATCH FOR THE DEFENSE TO MOVE INTO THE STRONG TRAP AREA.

SHOVEL PASS



ON THE SHOVEL PASS PLAY, THE QB MUST WATCH FOR THE DEFENSE TO MOVE INTO THE SHOVEL PASS AREA. THE QB MUST WATCH FOR THE DEFENSE TO MOVE INTO THE SHOVEL PASS AREA. THE QB MUST WATCH FOR THE DEFENSE TO MOVE INTO THE SHOVEL PASS AREA.

DENVER FAKE CROSS



ON THE DENVER FAKE CROSS PLAY, THE QB MUST WATCH FOR THE DEFENSE TO MOVE INTO THE DENVER FAKE CROSS AREA. THE QB MUST WATCH FOR THE DEFENSE TO MOVE INTO THE DENVER FAKE CROSS AREA. THE QB MUST WATCH FOR THE DEFENSE TO MOVE INTO THE DENVER FAKE CROSS AREA.

THE PLAYBOOK

OFFENSE

WRAPS

WR Subline Sprint	WR Draw	WR Screen Left	WR Tackle Left	WR Inside Slant
WR Trap	WR TE Cross	WR Toss Left	WR Outside Hitch	WR End Around
WR Middle Cross				

SPREAD

Outside Post	HB Screen	Middle Delay	Cross Middle	Pinch Left
Inside Post	Off Tackle	Deep Out	Wide Angle	Quick Screen
Thunder Slant	Thunder Hitch	Carl Out	Fly Routes	

1 FORM

Deep Slants	HB Follow	HB Check	Counter	Roll Screen Right
Roll Right	TE Vertical	Split Bully	Outs	

PRO SET

HB Blast	Deep Cross	Swing Right	HB Swing	HB Counter
Draw	Quick Outs	G Lead	PA Flag	FB Off Center
TE Corner	Slants			

SHOTGUN

Inside Corner	Middle Draw	All Struck	G Lead Left	Comeback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Screen
Mean Comeback				

STRONG I

Shut out Go	Middle Screen	HB Gut	FB Screen	FB Outside
Unbalanced	Comeback	Denver Strong Lead	Vertical Slant	TE Curl
Zing Crack	Strong Fake Post	Denver Fake Drag		

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Outs	The Bomb	Curl		

PRIMA'S OFFICIAL STRATEGY GUIDE

PASS

Screen Left	FB Run	FB Lead Sweep	TE Screen	Counter Right
Denver Weak Lead	Denver 1 run	WB Screen	PS Post	Kickup
Stunts	Strong Kick	Shovel Pass	Denver Fake Cross	

ACE

TE Screen	Center Drop	PS Dig	Denver Outside	HB Outbox
Screen Left	PS TE Cross	HB Counter Left	PS TE Cross	6 Lead Right

SLURP

QB Run Kick	QB Spike Left
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SPECIAL

Field Goal	Field Goal Pass	Field Point Pass	Field Point Bunting	Post
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

TE Run	Quick Kick	HB Center Run	Left Screen	FB Dive
Two Right	QB Bunting	TE Run	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Short Man 1	Base Man	Outside Line Man 1	Off Man 2 Deep
Double Free Man Off	Outside Line 3 Deep	Prevent 3 Deep	Double Short	Press Free Man 1

4-3

Middle Short Press	Middle Dog Sky 3	Base	Middle Free Press	Base Cover 2
Inside Joke Sky 3	One Press	Inside Blitz Man 1	Right Man 2 Deep	Outside Press Man 1

3-4

Right Man 2 Deep	Double Short 3 Deep	Base Man 2	Outside Free 3 Deep	Base Man Off
Double Short Man 1	Press 2 Deep	Double Short Press 1	Middle Short	Outside Blitz Man 1

DIME

Base Cover 3	Inside Free Sky 3	Base 2 Deep	Inside Free Press	Safe Cover 2
Middle Dog Soft	Inside Free Soft	Middle Short	Prevent	Inside Free

NICKEL

Center 2	Inside Free Sky 3	Man 2	Middle Short Zone	Base Cover 2
Inside Free Man 1	Middle Toss Man 1	Hatchet Man	Safe Coverage	Middle Toss Press

GOAL LINE

Press Free	Weak Free	Base	All Free Press	Middle Joke
Middle Post	Strong Free	Middle Joke Press	Zone	Middle Free

SPECIAL

Point Block	Left Point Return	Middle Point Return	Right Point Return	FG Block
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NFL 2K

CLEVELAND BROWNS

BY
THE
NUMBERS

Offense ►► 70

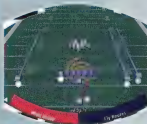
Defense ►► 73

Overall ►► 73

UNIQUE PLAYS

SPREAD

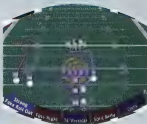
WIDE DELAY



THE WIDE DELAY IS DESIGNED TO KICK THE DEFENSE OFF BALANCE. WITH THE OFFENSE STRETCHED OUT AND THE DEFENSE IN A SPREAD, THE OFFENSE CAN TAKE ADVANTAGE OF THE DEFENSE'S WEAKNESS IN THE SECONDARY.

I FORM

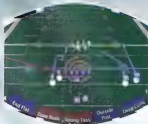
STRONG FAKE ROLL OUT



THE STRONG FAKE ROLL OUT IS DESIGNED TO KICK THE DEFENSE OFF BALANCE. WITH THE OFFENSE STRETCHED OUT AND THE DEFENSE IN A SPREAD, THE OFFENSE CAN TAKE ADVANTAGE OF THE DEFENSE'S WEAKNESS IN THE SECONDARY.

ACE

END FLAT



THE ACE END FLAT IS DESIGNED TO KICK THE DEFENSE OFF BALANCE. WITH THE OFFENSE STRETCHED OUT AND THE DEFENSE IN A SPREAD, THE OFFENSE CAN TAKE ADVANTAGE OF THE DEFENSE'S WEAKNESS IN THE SECONDARY.

ZONE RUSH



THE ZONE RUSH IS DESIGNED TO KICK THE DEFENSE OFF BALANCE. WITH THE OFFENSE STRETCHED OUT AND THE DEFENSE IN A SPREAD, THE OFFENSE CAN TAKE ADVANTAGE OF THE DEFENSE'S WEAKNESS IN THE SECONDARY.

STRONG TOSS



THIS STRONG TOSS IS DESIGNED TO KICK THE DEFENSE OFF BALANCE. WITH THE OFFENSE STRETCHED OUT AND THE DEFENSE IN A SPREAD, THE OFFENSE CAN TAKE ADVANTAGE OF THE DEFENSE'S WEAKNESS IN THE SECONDARY.

OUTSIDE POST



IN THIS TACTIC, THE FULL-BACKS MOVE OUT TO PROVIDE THE LARGE COVERAGE FOR THE WING FORWARDS. THERE'S NOT TOO MUCH IN THE WAY OF COVER FOR THE FULL-BACKS AS THEY CAN PLAY AN OUTSIDE POST POSITION IN THE BOX.

DEEP CURLS



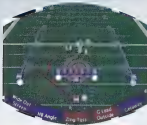
YOU WANT THE FULL-BACKS TO BE IN A POSITION TO PLAY THE PASSING IN THE BOX. WHEN THEY CAN MOVE BACK AND FORWARD IN THE BOX, THEY CAN PLAY THE PASSING IN THE BOX. WHEN THEY CAN MOVE BACK AND FORWARD IN THE BOX, THEY CAN PLAY THE PASSING IN THE BOX.

WIDE-OUT SCREEN



IN THIS TACTIC, THE FULL-BACKS MOVE OUT TO PROVIDE THE LARGE COVERAGE FOR THE WING FORWARDS. THERE'S NOT TOO MUCH IN THE WAY OF COVER FOR THE FULL-BACKS AS THEY CAN PLAY AN OUTSIDE POST POSITION IN THE BOX.

HB ANGLE



THE HALF-BACKS MOVE OUTSIDE AND THEN RUN INWARD. THE FULL-BACKS MOVE INWARD FROM THE BOX AND PLAY THE PASSING IN THE BOX. WHEN THEY CAN MOVE BACK AND FORWARD IN THE BOX, THEY CAN PLAY THE PASSING IN THE BOX.

ZING TOSS



THE WING IN THE BOX MOVE IN AND THE FULL-BACKS MOVE IN AND PLAY THE PASSING IN THE BOX. WHEN THEY CAN MOVE BACK AND FORWARD IN THE BOX, THEY CAN PLAY THE PASSING IN THE BOX.

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G LEAD OUTSIDE



On the line, the offensive line will block the defensive line. The quarterback will look for the wide receiver on the outside. The running back will be ready to take the handoff if the quarterback is pressured. The defense will be looking for the quarterback to throw the ball.

GETAWAY



On the line, the offensive line will block the defensive line. The quarterback will look for the wide receiver on the outside. The running back will be ready to take the handoff if the quarterback is pressured. The defense will be looking for the quarterback to throw the ball.

THE PLAYBOOK

OFFENSE

WRAPS

PA Outside Sprint	WB Draw	WB Screen Left	Off Tackle Left	Inside Split
WB Loop	TE Cross	WB Toss Left	Outside Hitch	End Around
FB Middle Cross				

SPREAD

Outside Post	WB Screen	Middle Bully	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Out	Wide Right	Dark Screen
Wide Out	Fly Routes			

I FORM

Deep Slant	HB Follow	HB Check	Counter	Full Screen Right
Strong Fake Roll Out	Toss Right	TE Vertical	Split Bully	Outs

PRO SET

FB Blast	Deep Cross	Sweep Right	HB Sweep	HB Counter
Draw	Quick Out	G Lead	PA Flag	FB Off Center
TE Corner	Slants			

SHOTGUN

Inside Corner	Middle Draw	All Scream	G Lead Left	Comeback
Offside	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Seam
Near Comeback				

STRONG I

Slap and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Out	The Bomb	Curl		

PRIMA'S OFFICIAL STRATEGY GUIDE

WEAK 1

Strong Load	FB Plot	FB Load Sweep	TE Screen	Counter Right
WR Screen	PA Post	Hitches		

ACE

TE Screen	Center Draw	PA Dig	Booster Outside	HB Option
Sweep Left	PA TE Drag	HB Counter Left	PA TE Cross	G Load Right
End Flat	Zone Rush	Strong Toss	Outside Post	Deep Carls
Wide-Out Screen	HB Angle	Zing Toss	G Load Outside	Gateway

CLOCK

QB Tuck Knee	QB Spike Ball
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SPECIAL

Field Goal	Field Goal Pass	Fake Punt Pass	Fake Punt Bootleg	Punt
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Inap	Quick Fade	HB Center Blast	Left Screen	FB Dive
Toss Right	QB Bootleg	TE Plot	FB Load	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

4-3

Middle Stunt Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Stunt Man 1

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Soft	Inside Fire Soft	Middle Stunt	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Twist Zone	Base Cover 2
Inside Fire Man 1	Middle Twist Man 1	Hatchet Man	Safe Coverage	Middle Twist Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Twist	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	TE Block
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NFL 2K

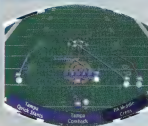
TAMPA BAY BUCCANEERS

BY
THE
NUMBERS

UNIQUE PLAYS

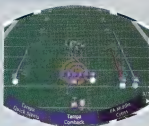
TRIPS

TAMPA QUICK SLANTS



AND THE QUARTERBACK'S ONLY CHOICE IN THIS PLAY: THE PRIMARY RECEIVER IS THE SLANT RUNNING BACK. THE QUARTERBACK LOOKS UP AND TO THE RIGHT TO SEE THE SLANT RUNNING BACK'S POSITION. THE SLANT RUNNING BACK IS THE ONLY ONE WHO CAN RUN THE SLANT.

TAMPA COMEBACK



THIS PLAY IS THE ONLY ONE IN THE GAME THAT REQUIRES THE QUARTERBACK TO LOOK TO HIS LEFT TO SEE THE POSITION OF THE SLANT RUNNING BACK. THE SLANT RUNNING BACK IS THE ONLY ONE WHO CAN RUN THE SLANT.

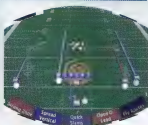
SPREAD

STRONG ZONE



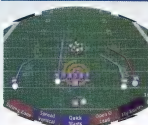
THE QUARTERBACK'S ONLY CHOICE IN THIS PLAY IS A SLANT. THE SLANT RUNNING BACK IS THE ONLY ONE WHO CAN RUN THE SLANT. THE SLANT RUNNING BACK IS THE ONLY ONE WHO CAN RUN THE SLANT.

SPREAD VERTICAL



THE PRIMARY RECEIVER IS THE SLANT RUNNING BACK. THE QUARTERBACK LOOKS UP AND TO THE RIGHT TO SEE THE SLANT RUNNING BACK'S POSITION. THE SLANT RUNNING BACK IS THE ONLY ONE WHO CAN RUN THE SLANT.

QUICK SLANTS



THE QUARTERBACK'S ONLY CHOICE IN THIS PLAY IS A SLANT. THE SLANT RUNNING BACK IS THE ONLY ONE WHO CAN RUN THE SLANT. THE SLANT RUNNING BACK IS THE ONLY ONE WHO CAN RUN THE SLANT.

I FORM

OPEN O LEAD



THE OPEN O LEAD IS THE MOST COMMON OF THE LEADS. IT IS A LEAD WHERE THE CUE BALL IS IN THE OPEN O POSITION, AND THE OBJECT BALL IS IN THE OPEN O POSITION. IT IS A LEAD WHERE THE CUE BALL IS IN THE OPEN O POSITION, AND THE OBJECT BALL IS IN THE OPEN O POSITION.

TOM FAKE FLAT



THE TOM FAKE FLAT IS A LEAD WHERE THE CUE BALL IS IN THE OPEN O POSITION, AND THE OBJECT BALL IS IN THE OPEN O POSITION. IT IS A LEAD WHERE THE CUE BALL IS IN THE OPEN O POSITION, AND THE OBJECT BALL IS IN THE OPEN O POSITION.

TOM WEAK G LEAD



THE TOM WEAK G LEAD IS A LEAD WHERE THE CUE BALL IS IN THE OPEN O POSITION, AND THE OBJECT BALL IS IN THE OPEN O POSITION. IT IS A LEAD WHERE THE CUE BALL IS IN THE OPEN O POSITION, AND THE OBJECT BALL IS IN THE OPEN O POSITION.

TOM TAMPA CROSS



THE TOM TAMPA CROSS IS A LEAD WHERE THE CUE BALL IS IN THE OPEN O POSITION, AND THE OBJECT BALL IS IN THE OPEN O POSITION. IT IS A LEAD WHERE THE CUE BALL IS IN THE OPEN O POSITION, AND THE OBJECT BALL IS IN THE OPEN O POSITION.

TOM FB DIVE



THE TOM FB DIVE IS A LEAD WHERE THE CUE BALL IS IN THE OPEN O POSITION, AND THE OBJECT BALL IS IN THE OPEN O POSITION. IT IS A LEAD WHERE THE CUE BALL IS IN THE OPEN O POSITION, AND THE OBJECT BALL IS IN THE OPEN O POSITION.

BUCCANEERS

NFL 2K

QUADS

LIGHTNING SLANTS



ON THE SLANT, LEAD THE RECEIVER DEEP. WHEN THE RECEIVER GETS TO THE T-SIDE IS A CHANCE FOR THE WR TO GET A HEAD START.

CLEAR CROSS



WITH ALL THE WIDE-OUTS RUNNING DEEP, THIS HAMBACK IN THE FLATS SHOULD BE OPEN FOR A 4-7 YARD PICKUP. WAIT FOR HIM TO CUT FOR THE SIDELINE AND LEAD HIM (HOLDING STICK RIGHT) AND THEN CUT HIM OFF.

THE PLAYBOOK

OFFENSE

TEAMS

Wideout Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
HB Pass	TE Cross	HB Toss Left	Outside Hitch	End Around
Tempe Quick Slants	Tempe Comeback	PA Middle Cross		

SPRING

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Strong Zone	Spread Vertical	Quick Slants	Open O Lead	Fly Routes

FORM

Wedge Slants	HB Follow	HB Check	Counter	Roll Screen Right
New Fake Flat	Toss Right	TE Vertical	Split Belly	Outs
Turn Weak G Lead	Turn Tampa Cross	Turn FB Dive		

PRO SET

FB Kick	Deep Cross	Sweep Right	HB Swing	HB Counter
Wedge	Quick Outs	G Lead	PA Flag	FB Off Center
1st Runner	Slants			

SHOTGUN

Inside Corner	Middle Draw	All Struck	G Lead Left	Comeback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitch	Over Tackle	Split Fade	Inside Seam
Wear Comeback				

STRONG I

Stop and Go	Middle Screen	HB Out	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Lightning Slants	Clear Cross	Inside Outs	The Bomb	Curl

PRIMA'S OFFICIAL STRATEGY GUIDE

WEAK 1

Strong Lead	FB Flat	FB Lead Sweep	TE Screen	Counter Right
WR Screen	PA Post	Hitches		

ACE

TE Screen	Center Draw	PA Dig	Rollout Outside	HB Option
Sweep Left	PA TE Drag	HB Counter Left	PA TE Cross	G Lead Right

CLOCK

QB Take Knee	QB Spike Ball
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SPECIAL

Field Goal	Field Goal Pass	Fake Punt Pass	Fake Punt Bouncing	Punt
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trip	Quick Fade	HB Counter Blast	Left Screen	FB Dive
Top Right	QB Bootleg	TE Flat	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

4-3

Middle Shoot Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Shoot Man 1

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Soft	Inside Fire Soft	Middle Stunt	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Tight Zone	Base Cover 2
Inside Fire Man 1	Middle Tight Man 1	Hitchet Man	Safe Coverage	Middle Tight Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Tight	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block
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NFL 2K

ARIZONA CARDINALS

BY
THE
NUMBERS

UNIQUE PLAYS

I FORM

PHOENIX POST



IN PHOENIX, THE CARDINALS RUN A POST ROUTE TO THE TIGHT END. THE QUARTERBACK LOOKS FOR THE TIGHT END TO BE OPEN AND THROWS THE PASS. THE TIGHT END CATCHES THE PASS AND RUNS THE PLAY. THE RUNNING BACK AND WIDE RECEIVER ARE ALSO IN THE PLAY. THE DEFENSE IS IN A 4-3 FORMATION.

STRONG TOSS



THE STRONG TOSS ROUTE IS A POST ROUTE TO THE WIDE RECEIVER. THE QUARTERBACK LOOKS FOR THE WIDE RECEIVER TO BE OPEN AND THROWS THE PASS. THE WIDE RECEIVER CATCHES THE PASS AND RUNS THE PLAY. THE RUNNING BACK AND TIGHT END ARE ALSO IN THE PLAY. THE DEFENSE IS IN A 4-3 FORMATION.

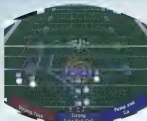
PRO SET

STRONG FAKE ROLL OUT



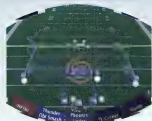
UNLESS THE QUARTERBACK IS A GOOD COOKING THE BALL, IN THIS PLAY THE QUARTERBACK WILL BE FORCED TO PASS. THE QUARTERBACK WILL BE FORCED TO PASS THE BALL TO THE WIDE RECEIVER WHO IS RUNNING THE FAKE ROLL OUT ROUTE.

PUMP AND GO



THE PUMP AND GO ROUTE IS A POST ROUTE TO THE WIDE RECEIVER. THE QUARTERBACK LOOKS FOR THE WIDE RECEIVER TO BE OPEN AND THROWS THE PASS. THE WIDE RECEIVER CATCHES THE PASS AND RUNS THE PLAY. THE RUNNING BACK AND TIGHT END ARE ALSO IN THE PLAY. THE DEFENSE IS IN A 4-3 FORMATION.

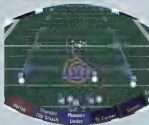
THUNDER DOUBLE SMASH



THUNDER DOUBLE SMASH IS A POST ROUTE TO THE TIGHT END. THE QUARTERBACK LOOKS FOR THE TIGHT END TO BE OPEN AND THROWS THE PASS. THE TIGHT END CATCHES THE PASS AND RUNS THE PLAY. THE RUNNING BACK AND WIDE RECEIVER ARE ALSO IN THE PLAY. THE DEFENSE IS IN A 4-3 FORMATION.

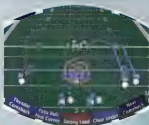
PRO SLOT

PHOENIX UNDER



THIS PLAY IS DESIGNED TO BE A QUICK PASS PLAY. THE QB WILL PASS TO THE RB WHO IS IN THE FLAT. THE RB WILL THEN RUN THE PLAY. THE QB WILL PASS TO THE RB WHO IS IN THE FLAT. THE RB WILL THEN RUN THE PLAY. THE QB WILL PASS TO THE RB WHO IS IN THE FLAT. THE RB WILL THEN RUN THE PLAY.

THUNDER COMEBACK



THIS PLAY IS DESIGNED TO BE A QUICK PASS PLAY. THE QB WILL PASS TO THE RB WHO IS IN THE FLAT. THE RB WILL THEN RUN THE PLAY. THE QB WILL PASS TO THE RB WHO IS IN THE FLAT. THE RB WILL THEN RUN THE PLAY. THE QB WILL PASS TO THE RB WHO IS IN THE FLAT. THE RB WILL THEN RUN THE PLAY.

FAKE ROLL POST CORNER



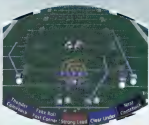
THIS PLAY IS DESIGNED TO BE A QUICK PASS PLAY. THE QB WILL PASS TO THE RB WHO IS IN THE FLAT. THE RB WILL THEN RUN THE PLAY. THE QB WILL PASS TO THE RB WHO IS IN THE FLAT. THE RB WILL THEN RUN THE PLAY. THE QB WILL PASS TO THE RB WHO IS IN THE FLAT. THE RB WILL THEN RUN THE PLAY.

STRONG LEAD



FOLLOW THE PLAYERS WHO ARE IN THE FLAT. THE QB WILL PASS TO THE RB WHO IS IN THE FLAT. THE RB WILL THEN RUN THE PLAY. THE QB WILL PASS TO THE RB WHO IS IN THE FLAT. THE RB WILL THEN RUN THE PLAY. THE QB WILL PASS TO THE RB WHO IS IN THE FLAT. THE RB WILL THEN RUN THE PLAY.

CLEAR UNDER



THE PRIMARY OBJECTIVE OF THIS PLAY IS TO RUN THE QB. THE QB WILL PASS TO THE RB WHO IS IN THE FLAT. THE RB WILL THEN RUN THE PLAY. THE QB WILL PASS TO THE RB WHO IS IN THE FLAT. THE RB WILL THEN RUN THE PLAY. THE QB WILL PASS TO THE RB WHO IS IN THE FLAT. THE RB WILL THEN RUN THE PLAY.

ARIZONA
CARDINALS

SEGA™
SPORTS

NFL 2K

ACE

WEAK LEAD



THE PLAYERS AND THE PLAYERS' POSITIONS ARE THE SAME AS IN THE WEAK LEAD PLAY. THE PLAYERS' POSITIONS ARE THE SAME AS IN THE WEAK LEAD PLAY. THE PLAYERS' POSITIONS ARE THE SAME AS IN THE WEAK LEAD PLAY.

THUNDER SEAM



THE PLAYERS AND THE PLAYERS' POSITIONS ARE THE SAME AS IN THE THUNDER SEAM PLAY. THE PLAYERS' POSITIONS ARE THE SAME AS IN THE THUNDER SEAM PLAY. THE PLAYERS' POSITIONS ARE THE SAME AS IN THE THUNDER SEAM PLAY.

THUNDER SLANTS



THE PLAYERS AND THE PLAYERS' POSITIONS ARE THE SAME AS IN THE THUNDER SLANTS PLAY. THE PLAYERS' POSITIONS ARE THE SAME AS IN THE THUNDER SLANTS PLAY. THE PLAYERS' POSITIONS ARE THE SAME AS IN THE THUNDER SLANTS PLAY.

QUICK FLATS



THE PLAYERS AND THE PLAYERS' POSITIONS ARE THE SAME AS IN THE QUICK FLATS PLAY. THE PLAYERS' POSITIONS ARE THE SAME AS IN THE QUICK FLATS PLAY. THE PLAYERS' POSITIONS ARE THE SAME AS IN THE QUICK FLATS PLAY.

THE PLAYBOOK

OFFENSE

SPRS

Wide Slot Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slow
Off Toss	TE Cross	HB Toss Left	Outside Hitch	End Around
HB Middle Cross				

SPREAD

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Fly Routes				

I FORM

Deep Slants	HB Follow	HB Check	Counter	Roll Screen Right
Phoenix Post	Toss Right	TE Vertical	Split Belly	Outs
Kicking Toss	Strong Fake Roll Out	Pump and Go		

PRO SET

FB Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Draw	Quick Outs	G Lead	PA Play	FB Off Center
Thunder Double Smash	Phoenix Under	TE Corner	Slants	

SHOTGUN

Inside Corner	Middle Draw	All Struck	G Lead Left	Corneback
TE Out	Slant and Go	Outside Flap		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Post	Deep Out	FB Middle Attack
Deep Corner	Quick Witches	Over Tackle	Split Fade	Inside Seare
Thunder Corneback	Fake Roll Post Corner	Strong Lead	Clear Under	Near Corneback
Weak Lead	Thunder Seam			

STRONG I

Stop and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Outs	The Bomb	Cuts		

PRIMA'S OFFICIAL STRATEGY GUIDE

WEAK 1

Strong Lead	FB Flat	FB Lead Sweep	TE Screen	Counter Right
WR Screen	PA Post	Hitches		

ACE

TE Scan	Center Draw	PA Dig	Bounce Outside	HB Option
Sweep Left	PA TE Drag	HB Counter Left	PA TE Cross	G Lead Right
Thunder Slants	Quick Flats			

CLOCK

QB Take Knee	QB Spike Ball			
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SPECIAL

Field Goal	Field Goal Pass	Fake Punt Pass	Fake Punt Booting	Punt
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trap	Quick Fade	HB Center Blast	Left Screen	FB Dive
Toss Right	QB Booting	TE Flat	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

4-3

Middle Stunt Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Stunt Man 1

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Soft	Inside Fire Soft	Middle Shoot	Prevent	Neside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Twist Zone	Base Cover 2
Inside Fire Man 1	Middle Twist Man 1	Manchal Men	Safe Coverage	Middle Twist Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Twist	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block
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NFL 2K

SAN DIEGO CHARGERS

BY
THE
NUMBERS

UNIQUE PLAYS

TRIPS

STRONG FAKE POSTS



THIS PLAY IS A TRIP, BUT THE QUARTERBACK IS NOT PASSING. HE IS LOOKING FOR AN OPEN RECEIVER TO PASS TO. THE STRONG FAKE POST IS A TRIP, BUT THE QUARTERBACK IS NOT PASSING. HE IS LOOKING FOR AN OPEN RECEIVER TO PASS TO. THE STRONG FAKE POST IS A TRIP, BUT THE QUARTERBACK IS NOT PASSING. HE IS LOOKING FOR AN OPEN RECEIVER TO PASS TO.

OPEN SCREEN



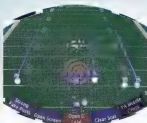
THE SCREENING PLAY IS A TRIP, BUT THE QUARTERBACK IS NOT PASSING. HE IS LOOKING FOR AN OPEN RECEIVER TO PASS TO. THE SCREENING PLAY IS A TRIP, BUT THE QUARTERBACK IS NOT PASSING. HE IS LOOKING FOR AN OPEN RECEIVER TO PASS TO. THE SCREENING PLAY IS A TRIP, BUT THE QUARTERBACK IS NOT PASSING. HE IS LOOKING FOR AN OPEN RECEIVER TO PASS TO.

OPEN G LEAD



THIS SCREEN PLAY IS A TRIP, BUT THE QUARTERBACK IS NOT PASSING. HE IS LOOKING FOR AN OPEN RECEIVER TO PASS TO. THE SCREEN PLAY IS A TRIP, BUT THE QUARTERBACK IS NOT PASSING. HE IS LOOKING FOR AN OPEN RECEIVER TO PASS TO. THE SCREEN PLAY IS A TRIP, BUT THE QUARTERBACK IS NOT PASSING. HE IS LOOKING FOR AN OPEN RECEIVER TO PASS TO.

CLEAR SCAT



THIS IS A TRIP, BUT THE QUARTERBACK IS NOT PASSING. HE IS LOOKING FOR AN OPEN RECEIVER TO PASS TO. THE CLEAR SCAT PLAY IS A TRIP, BUT THE QUARTERBACK IS NOT PASSING. HE IS LOOKING FOR AN OPEN RECEIVER TO PASS TO. THE CLEAR SCAT PLAY IS A TRIP, BUT THE QUARTERBACK IS NOT PASSING. HE IS LOOKING FOR AN OPEN RECEIVER TO PASS TO.

SPREAD

THUNDER SLOT VERTICAL



THE QB'S PRIMARY TARGET IS THE SLOT RECEIVER. RUNNING THE TIE PATTERN ON THE RIGHT, WAIT FOR THE QB TO PASS TO THE SLOT RECEIVER. THEN THROW HIM A PASSING SLUG TO PUT HIM IN THE WHERE ONLY HE CAN CATCH IT.

THUNDER HOOK



QB looks left, then right and launches a hook to WR. WR catches the ball and runs to the end zone. RB and FB block the DE and LB. TE blocks the LB and CB. WR runs the hook route.

QUICK DRAW



QB looks left, then right and launches a hook to RB. RB catches the ball and runs to the end zone. WR and FB block the DE and LB. TE blocks the LB and CB. RB runs the quick draw route.

FAKE POST CROSS



QB looks left, then right and launches a hook to WR. WR catches the ball and runs to the end zone. RB and FB block the DE and LB. TE blocks the LB and CB. WR runs the fake post cross route.

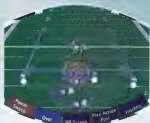
WEAK I

POWER SWEEP



THE LEFT GUARD AND THE FULLBACK SWEEP THE BALL TO THE RB. THE RB RUNS THE SWEEP ROUTE. WR AND TE BLOCK THE LB AND CB. RB runs the power sweep route.

OVER



QB looks left, then right and launches a hook to WR. WR catches the ball and runs to the end zone. RB and FB block the DE and LB. TE blocks the LB and CB. WR runs the over route.

CHARGERS

SEGA™
SPORTS

NFL 2K

ACE

THUNDER SCREEN



PUMP AND GO



ALL STOP



THE THUNDER SCREEN is a play that involves a wide receiver running a route down the field while the quarterback drops back to pass. This play is often used to catch a defender off guard and can result in a big gain or even a touchdown.

THE PUMP AND GO is a play that involves the quarterback handing the ball off to a running back who is blocking a defender. This play is often used to gain yardage and can result in a big gain or even a touchdown.

THE ALL STOP is a play that involves the quarterback dropping back to pass while the running back blocks a defender. This play is often used to catch a defender off guard and can result in a big gain or even a touchdown.

THE PLAYBOOK

OFFENSE

OLDS

HB Outside Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
HB Draw	TE Cross	HB Toss Left	Outside Hitch	End Around
Slowing Fake Pass	Open Screen	Open G Lead	Cleer Scat	PA Middle Cross

SPRING

Outside Post	HB Screen	Middle Delay	Cross Middle	Pinch Left
Inside Post	Off Tackle	Deep Out	Wide Right	Quick Screen
Wander Slot Vertical	Thunder Hook	Quick Draw	Fake Post Cross	Fly Routes

I FORM

Wing Slants	HB Follow	HB Check	Counter	Roll Screen Right
Wing Right	TE Vertical	Split Bully	Outs	

PRO SET

FB Blast	Deep Cross	Swamp Right	HB Swing	HB Counter
Draw	Quick Outs	G Lead	PA Flag	FB Off Center
TE Corner	Slants			

SHOTGUN

Inside Corner	Middle Draw	All Strake	G Lead Left	Comeback
All Out	Slant and Go	Outside Flag		

PRO SLIT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Seam
Wing Comeback				

STRONG I

Stop and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Outs	The Bomb	Cuts		

PRIMA'S OFFICIAL STRATEGY GUIDE

SPARK

Strong Lead	FB Flat	FB Lead Sweep	TE Screen	Counter Right
Power Sweep	Over	WR Screen	PA Post	Hitches
Thunder Screen				

ACE

TE Screen	Center Drive	PA Dig	Bounce Outside	HB Option
Sweep Left	PA TE Drop	HB Counter Left	PA TE Cross	G Lead Right
Pump and Go	AR Stop			

CLOCK

QB Tuck Kneel	QB Spike Ball
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SPECIAL

Field Goal	Field Goal Pass	Fake Punt Pass	Fake Punt Bootleg	Punt
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trap	Quick Fade	HB Center Blast	Left Screen	FB Dive
Toss Right	QB Bowling	TE Fict	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

4-3

Middle Short Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Short Man 1

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Soft	Inside Fire Soft	Middle Short	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Twist Zone	Base Cover 2
Inside Fire Man 1	Middle Twist Man 1	Hatchet Man	Safe Coverage	Middle Twist Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Twist	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block
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NFL 2K

KANSAS CITY CHIEFS

BY
THE
NUMBERS

Offense

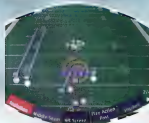
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Defense

89

Overall

83

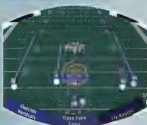
WEAK I
ISOLATION

THE QUARTERBACK RUNS TO THE PLAYERS' FEET AND HANDS OFF THE BALL. THE RUNNING BACK RUNS TO THE PLAYERS' FEET AND HANDS OFF THE BALL. THE WIDE RECEIVER RUNS TO THE PLAYERS' FEET AND HANDS OFF THE BALL. THE TIGHT END RUNS TO THE PLAYERS' FEET AND HANDS OFF THE BALL. THE DEFENSIVE LINE RUNS TO THE PLAYERS' FEET AND HANDS OFF THE BALL. THE DEFENSIVE BACKFIELD RUNS TO THE PLAYERS' FEET AND HANDS OFF THE BALL.

UNIQUE PLAYS

SPREAD

OUTSIDE VERTICALS



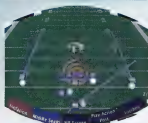
THE QUARTERBACK RUNS TO THE PLAYERS' FEET AND HANDS OFF THE BALL. THE RUNNING BACK RUNS TO THE PLAYERS' FEET AND HANDS OFF THE BALL. THE WIDE RECEIVER RUNS TO THE PLAYERS' FEET AND HANDS OFF THE BALL. THE TIGHT END RUNS TO THE PLAYERS' FEET AND HANDS OFF THE BALL. THE DEFENSIVE LINE RUNS TO THE PLAYERS' FEET AND HANDS OFF THE BALL. THE DEFENSIVE BACKFIELD RUNS TO THE PLAYERS' FEET AND HANDS OFF THE BALL.

OPEN FAKE CROSS



THE QUARTERBACK RUNS TO THE PLAYERS' FEET AND HANDS OFF THE BALL. THE RUNNING BACK RUNS TO THE PLAYERS' FEET AND HANDS OFF THE BALL. THE WIDE RECEIVER RUNS TO THE PLAYERS' FEET AND HANDS OFF THE BALL. THE TIGHT END RUNS TO THE PLAYERS' FEET AND HANDS OFF THE BALL. THE DEFENSIVE LINE RUNS TO THE PLAYERS' FEET AND HANDS OFF THE BALL. THE DEFENSIVE BACKFIELD RUNS TO THE PLAYERS' FEET AND HANDS OFF THE BALL.

MIDDLE SEAM



THE QUARTERBACK RUNS TO THE PLAYERS' FEET AND HANDS OFF THE BALL. THE RUNNING BACK RUNS TO THE PLAYERS' FEET AND HANDS OFF THE BALL. THE WIDE RECEIVER RUNS TO THE PLAYERS' FEET AND HANDS OFF THE BALL. THE TIGHT END RUNS TO THE PLAYERS' FEET AND HANDS OFF THE BALL. THE DEFENSIVE LINE RUNS TO THE PLAYERS' FEET AND HANDS OFF THE BALL. THE DEFENSIVE BACKFIELD RUNS TO THE PLAYERS' FEET AND HANDS OFF THE BALL.

WEAK ISO



THE PLAY IS DESIGNED AS A RUN BEYOND THE FULL-BACK. THE QUARTERBACK RUNS TO THE PLAYERS' FEET AND HANDS OFF THE BALL. THE RUNNING BACK RUNS TO THE PLAYERS' FEET AND HANDS OFF THE BALL. THE WIDE RECEIVER RUNS TO THE PLAYERS' FEET AND HANDS OFF THE BALL. THE TIGHT END RUNS TO THE PLAYERS' FEET AND HANDS OFF THE BALL. THE DEFENSIVE LINE RUNS TO THE PLAYERS' FEET AND HANDS OFF THE BALL. THE DEFENSIVE BACKFIELD RUNS TO THE PLAYERS' FEET AND HANDS OFF THE BALL.

STRONG FAKE VERTICAL



THIS IS A GOOD PLAY WHEN THE QB FEELS THE DEFENSE IS COMING UP ON HIM. THE QB SHOULD PASS TO THE WR WHO IS RUNNING A DEEP ROUTE. THE WR SHOULD BE BLOCKED BY THE RB. THE RB SHOULD BE BLOCKED BY THE DE. THE DE SHOULD BE BLOCKED BY THE OL. THE OL SHOULD BE BLOCKED BY THE DL. THE DL SHOULD BE BLOCKED BY THE LB. The LB should be blocking the DB. The DB should be blocking the QB.

STRONG COUNTER



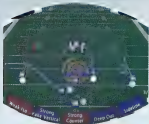
THIS IS A GOOD PLAY WHEN THE QB FEELS THE DEFENSE IS COMING UP ON HIM. THE QB SHOULD PASS TO THE WR WHO IS RUNNING A DEEP ROUTE. THE WR SHOULD BE BLOCKED BY THE RB. The RB should be blocking the DE. The DE should be blocking the OL. The OL should be blocking the DL. The DL should be blocking the LB. The LB should be blocking the DB. The DB should be blocking the QB.

DEEP OUT



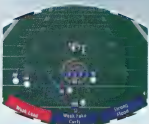
THIS IS A GOOD PLAY WHEN THE QB FEELS THE DEFENSE IS COMING UP ON HIM. THE QB SHOULD PASS TO THE WR WHO IS RUNNING A DEEP ROUTE. THE WR SHOULD BE BLOCKED BY THE RB. The RB should be blocking the DE. The DE should be blocking the OL. The OL should be blocking the DL. The DL should be blocking the LB. The LB should be blocking the DB. The DB should be blocking the QB.

SIDELINE



THE QB HAS TWO OPTIONS WHEN RUNNING THE SIDE-LINE. ONE OPTION IS TO PASS TO THE WR WHO IS RUNNING A DEEP ROUTE. THE OTHER OPTION IS TO PASS TO THE RB WHO IS RUNNING A DEEP ROUTE. THE QB SHOULD PASS TO THE WR WHO IS RUNNING A DEEP ROUTE. THE WR SHOULD BE BLOCKED BY THE RB. The RB should be blocking the DE. The DE should be blocking the OL. The OL should be blocking the DL. The DL should be blocking the LB. The LB should be blocking the DB. The DB should be blocking the QB.

WEAK LEAD



THE KEY TO THIS PLAY IS TO PASS TO THE WR WHO IS RUNNING A DEEP ROUTE. THE WR SHOULD BE BLOCKED BY THE RB. The RB should be blocking the DE. The DE should be blocking the OL. The OL should be blocking the DL. The DL should be blocking the LB. The LB should be blocking the DB. The DB should be blocking the QB.

SEGA™
SPORTS

NFL 2K

WEAK FAKE CURLS



STRONG FLOOD



WR1 runs back towards the line. QB1 fakes to pass to WR1. WR1 fakes to catch the ball and runs back towards the line. QB1 fakes to pass to WR1. WR1 fakes to catch the ball and runs back towards the line. QB1 fakes to pass to WR1. WR1 fakes to catch the ball and runs back towards the line.

WR1 runs back towards the line. QB1 fakes to pass to WR1. WR1 fakes to catch the ball and runs back towards the line. QB1 fakes to pass to WR1. WR1 fakes to catch the ball and runs back towards the line. QB1 fakes to pass to WR1. WR1 fakes to catch the ball and runs back towards the line.

THE PLAYBOOK

OFFENSE

WRIPS

WR1 Outside Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
WR1 Trap	TE Cross	HB Toss Left	Outside Hitch	End Around
WR1 Middle Cross				

SPREAD

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Outside Verticals	Open Fake Cross	Fly Routes		

I FORM

WRing Slants	HB Follow	HB Check	Counter	Roll Screen Right
WRing Right	TE Vertical	Split Belly	Outs	

PRO SET

FB Blast	Deep Cross	Swap Right	HB Swing	HB Counter
Mow	Quick Outs	G Lead	PA Flag	FB Off Center
TE Corner	Slants			

SHOTGUN

Inside Corner	Middle Draw	All Struck	G Lead Left	Comeback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Watchers	Over Tackle	Split Fade	Inside Seam
Man Camerback				

STRONG I

Stop and Go	Middle Screen	HB Get	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Outs	The Bomb	Curls		

PRIMA'S OFFICIAL STRATEGY GUIDE

WEAK 1

Strong Lead	FB Flat	FB Lead Sweep	TE Screen	Counter Right
Isolation	Middle Seam	WR Screen	PA Post	Hitches
Weak 1st	Strong Fake Vertical	Strong Counter	Deep Out	Sideline
Weak Lead	Weak Fake Curls	Strong Flood		

ACE

TE Seam	Center Draw	PA Dig	Bounce Outside	HB Option
Sweep Left	PA TE Draw	HB Counter Left	PA TE Cross	G Lead Kicker

CLOCK

QB Tack Knee	QB Spike Ball
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SPECIAL

Field Goal	Field Goal Pass	Fake Punt Pass	Fake Punt Booting	Punt
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trap	Quick Fade	HB Center Blast	Left Screen	FB Dive
Toss Right	QB Booting	TE Flat	FB Lead	

WTFENST

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

4-3

Middle Shoot Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Jaker Sky 3	Doc Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Skirt Man 1

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Safe	Inside Fire Safe	Middle Shoot	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Twist Zone	Base Cover 2
Inside Fire Man 1	Middle Twist Man 1	Hatchet Man	Safe Coverage	Middle Twist Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Twist	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block
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BY THE NUMBERS

87

73

78

PRO SET

[illegible][illegible][illegible]

ON THIS DATE IN 1964, THE U.S. AIR FORCE
ANNOUNCED THAT IT HAD DEVELOPED A NEW
TYPE OF MISSILE, THE AIR-TO-AIR MISSILE,
WHICH COULD BE USED TO DOWN ENEMY
PLANES. THE MISSILE WAS CALLED THE
AIR-TO-AIR MISSILE, AND IT WAS THE
FIRST OF ITS KIND.

An aerial view of a baseball field with various training areas labeled. The labels include 'Lying Area' on the left, 'Zig Level Out' in the center-left, 'Zig Left Flat' in the center, 'Zig Left Drop' on the right, and 'Swing Correction' on the far right. The field is green with white base paths.

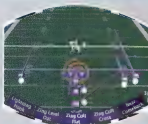
**THE PRIMARY SEXUALITY IS THE TWO RIGHT-WIDE-OUT
ROMANIAN WOMEN WARDEN, WITH A MAN FOR HIM
HE COMES BACK TO THE DB.**

ZING LEVEL OUT



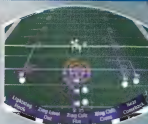
THE NEAR RECEIVER CROSSES PATHS WITH THE FAR WIDE-OUT ON THIS PASS PLAY. WAIT FOR HIM TO MAKE HIS CUT TO THE INSIDE, THEN PASS TO HIM. A GOOD CUT IN THE INSIDE, HOWEVER, TIES UP AND TO THE RIGHT.

ZING COLT FLAT



THIS PASS TO THE INSIDE WR IS THE KEY. IT IS A GOOD PLAY THAT WORKS WELL WITH A JAW-DRIVE PLAY. THE INSIDE WR MUST BE RUNNING DEEP, NOTING TACKLES CALLED OUT ALL OF ANY DEFENSE. WITH THIS CUT, THE QB WILL TURN DEPENDENT ON THE WR'S CUT. IT'S A GOOD PASS FOR A SHORT-TOOKER.

ZING COLT CROSS



THE INSIDE WR CROSSES PATHS WITH THE OUT WR. THE INSIDE WR MUST BE RUNNING DEEP, NOTING TACKLES CALLED OUT ALL OF ANY DEFENSE. WITH THIS CUT, THE QB WILL TURN DEPENDENT ON THE WR'S CUT. IT'S A GOOD PASS FOR A SHORT-TOOKER.

LIGHTNING UNDER



ON THIS PLAY, THE FAR RIGHT WIDE-OUT CUTS ACROSS THE MIDDLE ON A SHORT RUDE. WAIT FOR HIM TO GET TO THE INSIDE, THEN PASS TO HIM. THE BALL LEAD HIM (ANALOG) STRIKE LEFT TO HIT HIM IN STRIDE AND GAIN THE EXTRA YARDAGE.

ZING OUT



THIS PLAY IS A SHORT-TOOKER THAT WORKS WELL. THE RECEIVER CROSSES PATHS WITH THE INSIDE WR. THE RECEIVER IS CROSSED UP IN THE INSIDE OF THE FLATS, A GOOD WAY TO PICK UP 4-5 YARDS.

SEGA™
SPORTS

NFL 2K

ZING OPEN DRAW



Key: QB: Quarterback, RB: Running Back, WR: Wide Receiver, TE: Tight End, OL: Offensive Line, DL: Defensive Line, LB: Linebacker, DB: Defensive Back, PK: Punter, K: Kicker, ST: Special Teams, C: Center, FB: Fullback, H: Halfback, QB: Quarterback, RB: Running Back, WR: Wide Receiver, TE: Tight End, OL: Offensive Line, DL: Defensive Line, LB: Linebacker, DB: Defensive Back, PK: Punter, K: Kicker, ST: Special Teams, C: Center, FB: Fullback, H: Halfback.

LIGHTNING CROSS



Key: QB: Quarterback, RB: Running Back, WR: Wide Receiver, TE: Tight End, OL: Offensive Line, DL: Defensive Line, LB: Linebacker, DB: Defensive Back, PK: Punter, K: Kicker, ST: Special Teams, C: Center, FB: Fullback, H: Halfback, QB: Quarterback, RB: Running Back, WR: Wide Receiver, TE: Tight End, OL: Offensive Line, DL: Defensive Line, LB: Linebacker, DB: Defensive Back, PK: Punter, K: Kicker, ST: Special Teams, C: Center, FB: Fullback, H: Halfback.

SCISSORS VERTICAL



Key: QB: Quarterback, RB: Running Back, WR: Wide Receiver, TE: Tight End, OL: Offensive Line, DL: Defensive Line, LB: Linebacker, DB: Defensive Back, PK: Punter, K: Kicker, ST: Special Teams, C: Center, FB: Fullback, H: Halfback, QB: Quarterback, RB: Running Back, WR: Wide Receiver, TE: Tight End, OL: Offensive Line, DL: Defensive Line, LB: Linebacker, DB: Defensive Back, PK: Punter, K: Kicker, ST: Special Teams, C: Center, FB: Fullback, H: Halfback.

ZING WEAK FLAT



Key: QB: Quarterback, RB: Running Back, WR: Wide Receiver, TE: Tight End, OL: Offensive Line, DL: Defensive Line, LB: Linebacker, DB: Defensive Back, PK: Punter, K: Kicker, ST: Special Teams, C: Center, FB: Fullback, H: Halfback, QB: Quarterback, RB: Running Back, WR: Wide Receiver, TE: Tight End, OL: Offensive Line, DL: Defensive Line, LB: Linebacker, DB: Defensive Back, PK: Punter, K: Kicker, ST: Special Teams, C: Center, FB: Fullback, H: Halfback.

THE PLAYBOOK

OFFENSE

WRAPS

Wide Receiver Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
HB Trap	TE Cross	HB Toss Left	Outside Slant	End Around
HB Middle Cross				

SPELLOUT

Outside Post	HB Screen	Middle Delay	Cross Middle	Pinch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Fly Routes				

I FORM

Deep Slants	HB Follow	HB Check	Counter	Roll Screen Right
Roll Right	TE Vertical	Split Belly	Outs	

PRO SET

FB Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Draw	Quick Outs	G Lead	PA Flag	FB Off Center
HB Counter	Split Right Flood	Seam	TE Corner	Slants
Slowing Lead	ZAC Fake Cross	TE Sit Down	Strong Swing	Open O Lead
ZAC Strong Sweep	ZAC NKD Comeback			

SHOTGUN

Inside Corner	Middle Draw	All Streak	G Lead Left	Comeback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Yess	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Screen
Meat Comeback				

STRONG I

Stop and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Spread Deep Out	San Francisco	Inside Outs	The Bomb	Cuts
Verticals	Spread Draw			

PRIMA'S OFFICIAL STRATEGY GUIDE

WRECK

Strong Lead WR Screens	FB Flat PK Post	FB Lead Sweep Hitches	TE Screen	Counter Right
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ACE

TE Screen Sweep Left Zing Hook	Center Draw PK TE Drop Counterback	PK Dig HB Counter Left	Bounce Outside PK TE Cross	HB Option G Lead Right
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CLOCK

QB Take Knee	CB Spillover
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SPECIAL

Field Goal Field Goal Screen Pass	Field Goal Pass Field Goal Run	Fake Punt Pass	Fake Punt Booting	Pass
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GOAL LINE

FB Trap Kiss Right	Quick Fiddle QB Booting	HB Counter Kick TE Flat	Left Screen FB Lead	FB Drive
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DEFENSE

NICKEL ODD

Press 2 Deep Double Fire Man Off	Double Shot Man 1 Outside Fire 3 Deep	Base Man Prevent 3 Deep	Outside Fire Man 1 Double Shot	Off Man 2 Deep Press Fire Man 1
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4-3

Mobile Shot Press Inside Joker Sky 3	Mobile Dog Sky 3 Dog Press	Base Inside Blitz Man 1	Mobile Fire Press Tight Man 2 Deep	Base Cover 2 Mobile Shot Man 1
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3-4

Tight Man 2 Deep Double Shot Man 1	Double Shot 3 Deep Press 2 Deep	Base Man 2 Double Shot Press 1	Outside Fire 1 Deep Mobile Blitz	Base Man Off Outside Dog Man 1
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DIME

Base Cover 2 Mobile Dog Soft	Inside Fire Sky 3 Inside Fire Soft	Base 2 Deep Mobile Shot	Inside Fire Press Prevent	Safe Cover 2 Inside Fire
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NICKEL

Cover 2 Inside Fire Man 1	Inside Fire Sky 3 Mobile Twist Man 1	Man 2 Manchase Man	Mobile Twist Zone Safe Coverage	Base Cover 2 Mobile Twist Press
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GOAL LINE

Press Fire Mobile Tuck	Weak Fire Strong Fire	Base Mobile Joker Press	All Fire Press Zone	Mobile Joker Mobile Fire
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SPECIAL

Punt Block	Left Punt Return	Mobile Punt Return	Right Punt Return	FG Block
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UNIQUE PLAYS

Offense ▶▶▶ 89

Defense ▶▶ 84

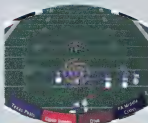
Overall ▶▶▶ 85

TRIPS

TEXAS POSTS

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OPEN SWEEP



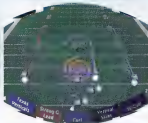
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AUSTRALIA: 02-95196000

STRONG I

TEXAS VERTICALS

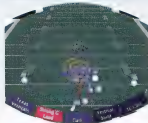


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STRONG G LEAD



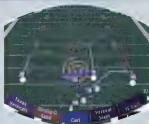
THE LINE BACKER TAKES IT TO THE RIGHT

THE

IN

MORE IF YOU CATCH THE DEFENSE OFF GUARD.

CURL



THE 8-BALL IS ANGLE OFF THE TOP RAIL AND THE CUE BALL IS ANGLE OFF THE BOTTOM RAIL. THE 8-BALL IS ANGLE OFF THE TOP RAIL AND THE CUE BALL IS ANGLE OFF THE BOTTOM RAIL. THE 8-BALL IS ANGLE OFF THE TOP RAIL AND THE CUE BALL IS ANGLE OFF THE BOTTOM RAIL.

STRONG SWEEP



THE 8-BALL IS ANGLE OFF THE TOP RAIL AND THE CUE BALL IS ANGLE OFF THE BOTTOM RAIL. THE 8-BALL IS ANGLE OFF THE TOP RAIL AND THE CUE BALL IS ANGLE OFF THE BOTTOM RAIL. THE 8-BALL IS ANGLE OFF THE TOP RAIL AND THE CUE BALL IS ANGLE OFF THE BOTTOM RAIL.

SCISSORS CORNER



THE 8-BALL IS ANGLE OFF THE TOP RAIL AND THE CUE BALL IS ANGLE OFF THE BOTTOM RAIL. THE 8-BALL IS ANGLE OFF THE TOP RAIL AND THE CUE BALL IS ANGLE OFF THE BOTTOM RAIL. THE 8-BALL IS ANGLE OFF THE TOP RAIL AND THE CUE BALL IS ANGLE OFF THE BOTTOM RAIL.

ACE

STRONG LEAD



THIS SHOT IS AN ANGLE OFF THE TOP RAIL AND THE CUE BALL IS ANGLE OFF THE BOTTOM RAIL. THE 8-BALL IS ANGLE OFF THE TOP RAIL AND THE CUE BALL IS ANGLE OFF THE BOTTOM RAIL. THE 8-BALL IS ANGLE OFF THE TOP RAIL AND THE CUE BALL IS ANGLE OFF THE BOTTOM RAIL.

ZING HOOK



THIS SHOT IS AN ANGLE OFF THE TOP RAIL AND THE CUE BALL IS ANGLE OFF THE BOTTOM RAIL. THE 8-BALL IS ANGLE OFF THE TOP RAIL AND THE CUE BALL IS ANGLE OFF THE BOTTOM RAIL. THE 8-BALL IS ANGLE OFF THE TOP RAIL AND THE CUE BALL IS ANGLE OFF THE BOTTOM RAIL.

COWBOYS

COMEBACK

[illegible]

OFFENSE

Midline Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
HB Drop	TE Cross	HB Toss Left	Outside Hitch	End Around
Running Posts	Open Sweep	Dive	PA Middle Cross	

Outside Post	HB Screen	Middle Dekey	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Play Routes				

Jump Slants	HB Follow	HB Check	Counter	Roll Screen Right
Loss Right	TE Vertical	Spill Belly	Outs	

20 SET

FB Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Draw	Quick Outs	G Lead	PA Flag	FB Off Center
TE Corner	Slants			

SHOTGUN

Inside Corner	Middle Draw	All Streak	G Lead Left	Comeback
Tom Post Corner	Texas Screen	TE Out	Slant and Go	Outside Flag

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Ovar Tackle	Split Tackle	Inside Seam
Heavy Cornerback				

STRONG I

Slap and Go	Middle Screen	HF Gut	FB Screen	FB Outside
Texas Verticals	Strong G Lead	Curl	Vertical Short	TE Curl
Strong Sweep	Scissors Corner	Strong Lead		

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Out	The Bomb	Curt		

PRIMA'S OFFICIAL STRATEGY GUIDE

STAR 1

Strong Lead	FB Flat	FB Lead Sweep	TE Screen	Counter Right
WR Screen	PA Post	Hitchup		

ACE

TE Screen	Counter Draw	PA Dig	Bounce Outside	HB Option
Sweep Left	PA TE Drag	HB Counter Left	PA TE Cross	G Lead Right
Zing Hook	Corneback			

CLOCK

QB Take Kneel	QB Spike Ball
---------------	---------------

SPECIAL

Field Goal	Field Goal Pass	Fake Punt Pass	Fake Punt Booting	Punt
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trap	Quick Feds	HB Center Blast	Left Screen	FB Dive
Toss Right	QB Booting	TE Flat	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

4-3

Middle Shoot Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Shoot Man 1

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Soft	Inside Fire Soft	Middle Shoot	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Twist Zone	Base Cover 2
Inside Fire Man 1	Middle Twist Man 1	Manchase Man	Safe Coverage	Middle Twist Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Twist	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block
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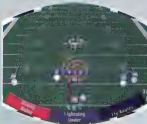
NFL 2K

MIAMI DOLPHINS

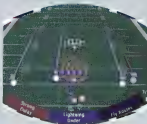
UNIQUE PLAYS

SPREAD

STRONG DELAY



LIGHTNING UNDER



THE OFFENSE IS IN A SPREAD FORMATION, AND THE DEFENSE IS IN A 4-3 BASE DEFENSE. THE PLAY IS DESIGNED TO STALL THE CLOCK BY CONSUMING TIME WITHOUT GAINING SIGNIFICANT YARDAGE.

THE OFFENSE IS IN A SPREAD FORMATION, AND THE DEFENSE IS IN A 4-3 BASE DEFENSE. THE PLAY IS DESIGNED TO CATCH THE DEFENSE OFF GUARD WITH A QUICK PASS TO A RECEIVER IN THE END ZONE.

BY
THE
NUMBERS

Offense

91

Defense

81

Overall

83

STRONG I

STRONG ISOLATION



THE OFFENSE IS IN A SPREAD FORMATION, AND THE DEFENSE IS IN A 4-3 BASE DEFENSE. THE PLAY IS DESIGNED TO ISOLATE A RECEIVER ON THE OUTSIDE FOR A DEEP PASS.

QUICK FADE



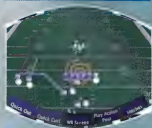
THE OFFENSE IS IN A SPREAD FORMATION, AND THE DEFENSE IS IN A 4-3 BASE DEFENSE. THE PLAY IS DESIGNED TO CATCH THE DEFENSE OFF GUARD WITH A QUICK PASS TO A RECEIVER IN THE END ZONE.

OPEN LEAD



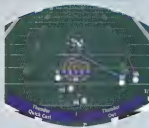
THE OFFENSE IS IN A SPREAD FORMATION, AND THE DEFENSE IS IN A 4-3 BASE DEFENSE. THE PLAY IS DESIGNED TO CATCH THE DEFENSE OFF GUARD WITH A QUICK PASS TO A RECEIVER IN THE END ZONE.

WEAK I QUICK OUT



THROW THE BALL TO THE WR'S SHALLOW SLOT. THE WR'S SHALLOW SLOT IS A GOOD PLACE TO CATCH THE BALL. THE DB IS IN A SHALLOW SLOT, READY TO DEFEND. THE QB IS IN A SHALLOW SLOT, READY TO DEFEND. THE QB IS IN A SHALLOW SLOT, READY TO DEFEND.

THUNDER QUICK CURL



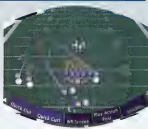
THE QB'S QUICK CURL IS A GOOD PLAY. THE QB'S QUICK CURL IS A GOOD PLAY. THE QB'S QUICK CURL IS A GOOD PLAY. THE QB'S QUICK CURL IS A GOOD PLAY. THE QB'S QUICK CURL IS A GOOD PLAY.

THUNDER OUT



THE QB'S THUNDER OUT IS A GOOD PLAY. THE QB'S THUNDER OUT IS A GOOD PLAY. THE QB'S THUNDER OUT IS A GOOD PLAY. THE QB'S THUNDER OUT IS A GOOD PLAY. THE QB'S THUNDER OUT IS A GOOD PLAY.

QUICK CURL



TWO RECEIVERS RUN WITH A QUICK CURL. ONE RUNS WITH A QUICK CURL. ONE RUNS WITH A QUICK CURL. ONE RUNS WITH A QUICK CURL. ONE RUNS WITH A QUICK CURL. ONE RUNS WITH A QUICK CURL.

STRONG LEAD



THE QB'S STRONG LEAD IS A GOOD PLAY. THE QB'S STRONG LEAD IS A GOOD PLAY. THE QB'S STRONG LEAD IS A GOOD PLAY. THE QB'S STRONG LEAD IS A GOOD PLAY. THE QB'S STRONG LEAD IS A GOOD PLAY.

SEGA™
SPORTS

NFL 2K

THE PLAYBOOK

OFFENSE

TRIPS

QB Helix Sprint	HB Draw	HB Screen Left	OT Tackle Left	Inside Slant
HB Trap	TE Cross	HB Toss Left	Outside Hunch	End Around
FB Middle Cross				

SPREAD

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	OT Tackle	Deep Outs	Wide Right	Quick Screen
Strong Delay	Lightning Under	Fly Routes		

FORM

Deep Slants	HB Follow	HB Check	Coaster	Roll Screen Right
Toss Right	TE Vertical	Split Bully	Outs	

PRO SET

PA Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Flare	Quick Outs	G Load	PA Flag	FB Off Center
TE Corner	Slants			

SHOTGUN

Inside Corner	Middle Draw	All Swook	G Load Left	Comback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zoom	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Seam
Flare Comback				

STRONG I

Slip and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Strong Isolation	Quick Fade	Open Lead	Vertical Slant	TE Curl
Thunder Quick Cut	Thunder Out			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Outs	The Bomb	Cuts		

PRIMA'S OFFICIAL STRATEGY GUIDE

WEAR 1

Strong Lead	FB Flat	FB Lead Sweep	TE Screen	Counter Right
Quick Out	Quick Curl	WB Screen	PA Post	Niches
Strong Lead				

ACE

TE Screen	Center Drive	PA Dig	Counter Outside	WB Option
Sweep Left	PA TE Drag	HB Counter Left	PA TE From	G Lead Right

CLOCK

QB Take Knee	QB Spillover			
--------------	--------------	--	--	--

SPECIAL

Field Goal	Field Goal Pass	Fake Punt Pass	Fake Punt Kickoff	Punt
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trap	Quick Fumble	HB Center Blast	Left Screen	FB Drive
Toss Right	QB Booting	TE Flat	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shot Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shot	Press Fire Man 1

4-3

Middle Shot Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Start Man 1

3-4

Tight Man 2 Deep	Double Shot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shot Man 1	Press 2 Deep	Double Shot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Soft	Inside Fire Soft	Middle Start	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Toss Zone	Base Cover 2
Inside Fire Man 1	Middle Toss Man 1	Hatchet Man	Safe Coverage	Middle Toss Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Toss	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block
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NFL 2K

PHILADELPHIA EAGLES

BY
THE
NUMBERS

Offense ▶▶ 65

Defense ▶▶ 80

Overall ▶▶ 73

UNIQUE PLAYS

I FORM

ZAC FAKE OUT



WAIT FOR THE DEFENSE TO COME TO THE LINE. THEN, WHEN THE DEFENSE IS IN THE LINE, THE QUARTERBACK WILL PASS TO THE WIDE RECEIVER. THE WIDE RECEIVER WILL BE IN THE LINE OF PLAY. THE QUARTERBACK WILL PASS TO THE WIDE RECEIVER. THE WIDE RECEIVER WILL BE IN THE LINE OF PLAY. THE QUARTERBACK WILL PASS TO THE WIDE RECEIVER. THE WIDE RECEIVER WILL BE IN THE LINE OF PLAY.

FB RAIL



WAIT FOR THE DEFENSE TO COME TO THE LINE. THEN, WHEN THE DEFENSE IS IN THE LINE, THE RUNNING BACK WILL RUN DOWN THE LINE. THE RUNNING BACK WILL BE IN THE LINE OF PLAY. THE RUNNING BACK WILL RUN DOWN THE LINE. THE RUNNING BACK WILL BE IN THE LINE OF PLAY. THE RUNNING BACK WILL RUN DOWN THE LINE. THE RUNNING BACK WILL BE IN THE LINE OF PLAY.

FB DIVE



THIS DIVE INTO THE LINE IS DESIGNED TO HIT BETWEEN THE DEFENSE. WHEN THE DEFENSE IS IN THE LINE, THE RUNNING BACK WILL RUN DOWN THE LINE. THE RUNNING BACK WILL BE IN THE LINE OF PLAY. THE RUNNING BACK WILL RUN DOWN THE LINE. THE RUNNING BACK WILL BE IN THE LINE OF PLAY. THE RUNNING BACK WILL RUN DOWN THE LINE. THE RUNNING BACK WILL BE IN THE LINE OF PLAY.

ZAC ISO



THIS DIVE INTO THE LINE IS DESIGNED TO HIT BETWEEN THE DEFENSE. WHEN THE DEFENSE IS IN THE LINE, THE QUARTERBACK WILL PASS TO THE WIDE RECEIVER. THE WIDE RECEIVER WILL BE IN THE LINE OF PLAY. THE QUARTERBACK WILL PASS TO THE WIDE RECEIVER. THE WIDE RECEIVER WILL BE IN THE LINE OF PLAY. THE QUARTERBACK WILL PASS TO THE WIDE RECEIVER. THE WIDE RECEIVER WILL BE IN THE LINE OF PLAY.

ZAC LEAD



THIS DIVE INTO THE LINE IS DESIGNED TO HIT BETWEEN THE DEFENSE. WHEN THE DEFENSE IS IN THE LINE, THE QUARTERBACK WILL PASS TO THE WIDE RECEIVER. THE WIDE RECEIVER WILL BE IN THE LINE OF PLAY. THE QUARTERBACK WILL PASS TO THE WIDE RECEIVER. THE WIDE RECEIVER WILL BE IN THE LINE OF PLAY. THE QUARTERBACK WILL PASS TO THE WIDE RECEIVER. THE WIDE RECEIVER WILL BE IN THE LINE OF PLAY.

EAGLE VERTICAL



THE QB RELEASES THE BALL TO TWO TIGHT ENDS TO TEST THE DEFENSE. WHICHEVER TIGHT END GETS THE PASS, IMMEDIATELY RELEASES TO THE OTHER END.

THUNDER SEAM



WHEN THE QB RELEASES THE BALL, THE TIGHT END IMMEDIATELY RELEASES TO THE OTHER END. THE QB RELEASES THE BALL TO THE TIGHT END ON THE OTHER END. THE QB RELEASES THE BALL TO THE TIGHT END ON THE OTHER END.

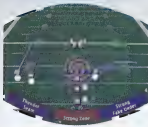
STRONG ZONE



THE QB RELEASES THE BALL TO TWO TIGHT ENDS TO TEST THE DEFENSE. WHICHEVER TIGHT END GETS THE PASS, IMMEDIATELY RELEASES TO THE OTHER END.

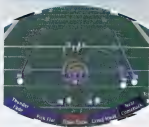
PRO SLOT

STRONG FAKE UNDER



WAIT FOR THE PUNTER TO RELEASE TO MAKE IT TO THE LINE. WHEN THE PUNTER RELEASES THE BALL, IMMEDIATELY RELEASES TO THE OTHER END. THE QB RELEASES THE BALL TO THE TIGHT END ON THE OTHER END.

THUNDER FADE



WAIT FOR THE PUNTER TO RELEASE TO MAKE IT TO THE LINE. WHEN THE PUNTER RELEASES THE BALL, IMMEDIATELY RELEASES TO THE OTHER END. THE QB RELEASES THE BALL TO THE TIGHT END ON THE OTHER END.



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NFL 2K

PICK FLAT



THE QB RELEASES THE BALL TO THE RB, WHO BLOCKS THE DE TO THE FLAT. THE WR RUNS A FLAT ROUTE. THE QB RELEASES THE BALL TO THE RB, WHO BLOCKS THE DE TO THE FLAT. THE WR RUNS A FLAT ROUTE.

OPEN DRAW



THE QB RELEASES THE BALL TO THE RB, WHO BLOCKS THE DE TO THE FLAT. THE WR RUNS A FLAT ROUTE. THE QB RELEASES THE BALL TO THE RB, WHO BLOCKS THE DE TO THE FLAT. THE WR RUNS A FLAT ROUTE.

CROSS HOOK



THE QB RELEASES THE BALL TO THE RB, WHO BLOCKS THE DE TO THE FLAT. THE WR RUNS A FLAT ROUTE. THE QB RELEASES THE BALL TO THE RB, WHO BLOCKS THE DE TO THE FLAT. THE WR RUNS A FLAT ROUTE.

ZING UNDER



THE QB RELEASES THE BALL TO THE RB, WHO BLOCKS THE DE TO THE FLAT. THE WR RUNS A FLAT ROUTE. THE QB RELEASES THE BALL TO THE RB, WHO BLOCKS THE DE TO THE FLAT. THE WR RUNS A FLAT ROUTE.

THE PLAYBOOK

OFFENSE

WRAPS

WR Middle Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
WR Innap	TE Cross	WR Toss Left	Outside March	End Around
WR Middle Cross				

SPLIT

Wideout Post	HB Screen	Middle Draw	Cross Middle	Pick Left
Inside Post	Off Tackle	Deep Out	Wide Right	Quick Screen
Fly Routes				

FORM

Deep Slant	HB Follow	HB Check	Crossin	Roll Screen Right
ZAC Fake Out	Toss Right	TE Vertical	Split Bully	Outs
TE Roll	FB Dive	ZAC Iso	ZAC Lead	Fagle Vertical
Wideout Seem	Strong Zone	Strong Fake Under		

PRO SET

FB Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Draw	Quick Outs	G Lead	PK Flag	FB Off Center
TE Corner	Slants			

SHOTGUN

Inside Corner	Middle Draw	All Struck	G Lead Left	Cornerback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Pass	Deep Out	FB Middle Attack
Deep Corner	Quick Hitlers	Over Tackle	Split Fade	Inside Seem
Thunder Fagle	Pick Flat	Open Draw	Cross Hook	Wear Cornerback
Zing Under				

STRONG I

Slap and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Out	The Bomb	Carb		

PRIMA'S OFFICIAL STRATEGY GUIDE

WYAK

Strong Lead WR Screen	FB Flat PA Post	FB Lead Sweep Hitches	TE Screen	Counter Right
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ACE

TE Screen Sweep Left	Center Down PA TE Drag	PA Dig HB Counter Left	Bounce Outside PA TE Cross	HB Option G Lead Right
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CLOCK

QB Tackle Kneel	QB Spike Ball			
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SPECIAL

Field Goal Field Goal Screen Pass	Field Goal Pass Field Goal Run	Fake Punt Pass	Fake Punt Bootleg	Punt
--------------------------------------	-----------------------------------	----------------	-------------------	------

GOAL LINE

FB Trap Toss Right	Quick Fade QB Bootleg	HB Center Blast TE Flat	Left Screen FB Lead	FB Dive
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DEFENSE

NICKEL ODD

Press 2 Deep Double Fire Man Off	Double Shoot Man 1 Outside Fire 3 Deep	Base Man Press 3 Deep	Outside Fire Man 1 Double Shoot	Off Man 2 Deep Press Fire Man 1
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4-3

Middle Seven Press Inside Jabar Sky 3	Middle Dog Sky 3 Dog Press	Base Inside Blitz Man 1	Middle Fire Press Tight Man 2 Deep	Base Cover 2 Middle Short Man 1
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3-4

Tight Man 2 Deep Double Shoot Man 1	Double Shoot 3 Deep Press 2 Deep	Base Man 2 Double Shoot Press 1	Outside Fire 1 Deep Middle Blitz	Base Man Off Outside Dog Man 1
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DIME

Base Cover 3 Middle Dog Soft	Inside Fire Sky 3 Inside Fire Soft	Base 2 Deep Middle Stunt	Inside Fire Press Prevent	Safe Cover 2 Inside Fire
---------------------------------	---------------------------------------	-----------------------------	------------------------------	-----------------------------

NICKEL

Cover 2 Inside Fire Man 1	Inside Fire Sky 3 Middle Toss Man 1	Man 2 Hotshot Man	Middle Toss Zone Safe Coverage	Base Cover 2 Middle Post Press
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GOAL LINE

Press Fire Middle Toss	Weak Fire Strong Fire	Base Middle Jabar Press	All Fire Press Zone	Middle Jabar Middle Fire
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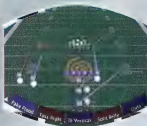
SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block
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UNIQUE PLAYS

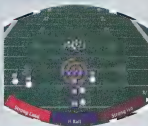
I FORM

FAKE FLOOD



1978-1979
1979-1980
1980-1981
1981-1982
1982-1983
1983-1984
1984-1985

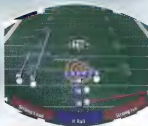
STRONG LEAD



Health Insurance and Medicare Policy
The House has passed legislation to
allow the government to sue health insur-
ance companies if they refuse to cover
people with pre-existing conditions.

QUADS

H RAIL



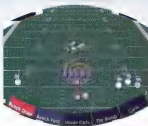
YOU CAN

STRONG ISO



Learn the 2008 Formula One driver and the
racing car in 17 minutes! 100% SC
100% SC 100% SC 100% SC 100% SC
100% SC 100% SC 100% SC 100% SC 100% SC
100% SC 100% SC 100% SC 100% SC 100% SC

BUNCH DRAW



WITH FOUR WIDE GUYS ON THE FIELD, THE DEFENSE SHOULD BE TRYING TO STOP THIS BUNCH PLAY. BUT THEY CAN'T. THE OFFENSE IS UP TO THE LINE OF SCUMBLE AND A GOOD PASS PICK UP A CORNER OF THE FS.

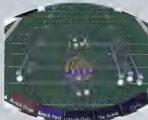
BY THE NUMBERS

Offense 95

Defense 94

Overall 91

BUNCH POST



THIS PLAY INVOLVES A PASS TO ONE OF THE WIDE RECEIVERS OR THE TIGHT END. THE PASS IS MADE TO THE WIDE RECEIVER OR THE TIGHT END. THE PASS IS MADE TO THE WIDE RECEIVER OR THE TIGHT END. THE PASS IS MADE TO THE WIDE RECEIVER OR THE TIGHT END.

OVER UNDER



THIS PLAY INVOLVES A PASS TO ONE OF THE WIDE RECEIVERS OR THE TIGHT END. THE PASS IS MADE TO THE WIDE RECEIVER OR THE TIGHT END. THE PASS IS MADE TO THE WIDE RECEIVER OR THE TIGHT END. THE PASS IS MADE TO THE WIDE RECEIVER OR THE TIGHT END.

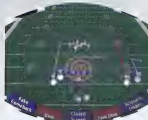
FALCON SOAR



THIS PLAY INVOLVES A PASS TO ONE OF THE WIDE RECEIVERS OR THE TIGHT END. THE PASS IS MADE TO THE WIDE RECEIVER OR THE TIGHT END. THE PASS IS MADE TO THE WIDE RECEIVER OR THE TIGHT END. THE PASS IS MADE TO THE WIDE RECEIVER OR THE TIGHT END.

ACE

FAKE COMEBACK



AFTER A FAKE HANDOFF, THE QB COMES BACK TO PASS. THE QB COMES BACK TO PASS. THE QB COMES BACK TO PASS. THE QB COMES BACK TO PASS. THE QB COMES BACK TO PASS. THE QB COMES BACK TO PASS.

DIVE



THIS DIVE INTO THE END ZONE ON THE NEAR SIDE OF THE GOAL LINE. THE QB COMES BACK TO PASS. THE QB COMES BACK TO PASS. THE QB COMES BACK TO PASS. THE QB COMES BACK TO PASS. THE QB COMES BACK TO PASS. THE QB COMES BACK TO PASS.

FALCONS

NFL 2K

TOM DIVE



SCISSORS UNDER



OPEN TOSS



1. **What is the purpose of the study?**
 2. **What are the research objectives?**
 3. **What is the research methodology?**
 4. **What are the results of the study?**
 5. **What are the conclusions of the study?**
 6. **What are the implications of the study?**
 7. **What are the limitations of the study?**
 8. **What are the future research directions?**
 9. **What are the contributions of the study?**
 10. **What are the key findings of the study?**

OFFENSE

HB Sidelane Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
HB Trap	TE Cross	HB Toss Left	Outside Hitch	End Around
HB Middle Cross				

Outside Post	HB Screen	Wide Duley	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Out	Wide Right	Quick Screen
Key Routes				

Ung Slant	HB Follow	HB Check	Counour	Roll Screen Right
Yoke Flood	Toss Right	TE Vertical	Split Belly	Outh
Shing Lead	H Rail	Strong Iso		

PROMET

FB Blast	Deep Cross	Swamp Right	HB Swing	HB Counter
Drew	Quick Outs	G Load	PA Flag	FB Off Center
FB Corner	Silents			

SHOTGUN

Inside Corner	Middle Draw	All Streets	6 Load Left	Comeback
TE Out	Start and Go	Outside Flg		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Joss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Soam
Near Cornerback				

STRONG I

Stop and Go	Witch Screen	HP Cart	FB Screen	FB Outside
Vertical Shoot	TE Cart			

QUADS

Cross Route	Outside Blast	Dogg Post	HIS Delay	Screen
Bunch Grove	Bunch Post	Inside Gate	The Board	Cats
Over Under	Falcon Seat			

PRIMA'S OFFICIAL STRATEGY GUIDE

WYAKI

Strong Land WR Screen	FB Flat PA Post	FB Land Sweep Whisker	TE Screen	Counter Right
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ACE

TE Screen Strong Left False Cornback Open Jet	Center Draw PB TE Draw Drive	PA Dig HB Corner Left Closed Screen	Bounce Outside PB TE Cross Toss Drive	HB Option G Land Right Screen-Run Driver
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CLOCK

QB Take Run	QB Spike Ball
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SPECIAL

Field Goal Field Goal Screen Pass	Field Goal Pass Field Goal Run	Field Point Pass	Field Point Booting	Pass
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GOAL LINE

FB Trap Toss Right	Quick Fade QB Booting	JTB Center Block TE Flex	Left Screen FB Lead	FB Drive
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DEFENSE

NICKEL ODD

Press 2 Deep Double Fire Man Off	Double Short Man 1 Outside Fire 3 Deep	Base Man Prevent 3 Deep	Outside Fire Man 1 Double Short	Off Man 2 Deep Press Fire Man 1
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4-3

Middle Short Press Inside Joker Sky 3	Middle Dog Sky 3 Dog Press	Base Inside Blitz Man 1	Middle Fire Press Right Man 2 Deep	Base Cover 2 Middle Short Man 1
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3-4

Tight Man 2 Deep Double Short Man 1	Double Short 3 Deep Press 2 Deep	Base Man 2 Double Short Press 1	Outside Fire 1 Deep Middle Blitz	Base Man Off Outside Dog Man 1
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DIME

Base Cover 3 Middle Dog Soft	Inside Fire Sky 3 Inside Fire Soft	Base 2 Deep Middle Short	Inside Fire Press Prevent	Safe Cover 2 Inside Fire
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NICKEL

Cover 2 Inside Fire Man 1	Inside Fire Sky 3 Middle Tight Man 1	Man 2 Manchase Man	Middle Tight Zone Safe Coverage	Base Cover 2 Middle Point Press
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GOAL LINE

Press Fire Middle Tight	Weak Fire Strong Fire	Base Middle Joker Press	All Fire Press Zone	Middle Joker Middle Fire
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SPECIAL

Point Block	Left Point Return	Middle Point Return	Right Point Return	FG Block
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NFL 2K

NEW YORK GIANTS

UNIQUE PLAYS

BY
THE
NUMBERS

Offense ▶ 63

Defense ▶ 82

Overall ▶ 74

I FORM
HOOK

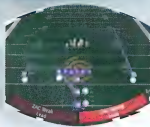
The I-Form Hook is a play that is used to move the ball down the field. The quarterback will hand off to the running back on the right side of the field. The running back will then run towards the end zone. This play is used to move the ball down the field and is a good choice for the offense.

ZAC WEAK LEAD

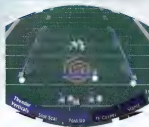


The Zac Weak Lead is a play that is used to move the ball down the field. The quarterback will pass to the wide receiver on the right side of the field. The wide receiver will then run towards the end zone. This play is used to move the ball down the field and is a good choice for the offense.

ZAC STRONG LEAD

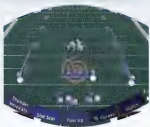


The Zac Strong Lead is a play that is used to move the ball down the field. The quarterback will pass to the wide receiver on the left side of the field. The wide receiver will then run towards the end zone. This play is used to move the ball down the field and is a good choice for the offense.

PRO SET
THUNDER VERTICALS

The Pro Set Thunder Verticals is a play that is used to move the ball down the field. The quarterback will pass to the wide receiver on the right side of the field. The wide receiver will then run towards the end zone. This play is used to move the ball down the field and is a good choice for the offense.

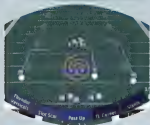
SLOT SCAT



The Slot Scat is a play that is used to move the ball down the field. The quarterback will pass to the wide receiver on the right side of the field. The wide receiver will then run towards the end zone. This play is used to move the ball down the field and is a good choice for the offense.

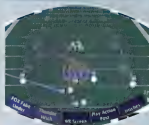
WEAK I

POST UP



For more information, please contact the author at andrea@math.berkeley.edu or visit the author's website at <http://www.math.berkeley.edu/~andrea>.

FOX FAKE UNDER



For more information, visit www.veterans.com or call 1-800-829-1222. Veterans and their families are eligible for a 50% discount on the cost of the program. For more information, visit www.veterans.com or call 1-800-829-1222.

THUNDER HITCH

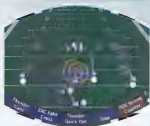
[illegible]

THUNDER SLANT



HERE THE PIONEERS OF THE WEST
 HAD TO BE VERY CAREFUL OF THEIR
 CATTLE. THEY HAD TO BE VERY
 CAREFUL OF THEIR HORSES. THEY
 HAD TO BE VERY CAREFUL OF
 UP. THEY HAD TO BE VERY
 GOOD.

ZAC FAKE CROSS



For more information, contact the American Society of Human Resources, 1001 17th Street, N.W., Washington, D.C. 20036, (202) 462-6080.

NFL 2K

THUNDER QUICK OUT



STOP



FOX STRONG COUNTER



ZAC WEAK TOSS



When the defense is in a 4-3 base defense, the QB will look to the left. The WR will be in the flat, and the TE will be in the end zone. The defense will be in a 4-3 base defense.

When the defense is in a 4-3 base defense, the QB will look to the left. The WR will be in the flat, and the TE will be in the end zone. The defense will be in a 4-3 base defense.

When the defense is in a 4-3 base defense, the QB will look to the left. The WR will be in the flat, and the TE will be in the end zone. The defense will be in a 4-3 base defense.

When the defense is in a 4-3 base defense, the QB will look to the left. The WR will be in the flat, and the TE will be in the end zone. The defense will be in a 4-3 base defense.

THE PLAYBOOK

OFFENSE

TIMES

Wildcatline Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
HB Trap	TE Cross	HB Toss Left	Outside Hock	End Around
TE Middle Cross				

SPREAD

HB Screen	Middle Delay	Cross Middle	Pinch Left	Quick Screen
Outside Post	Off Tackle	Deep Out	Wide Right	
TE Routes				

FORM

Wide Slants	HB Follow	HB Check	Counter	Roll Screen Right
Hook	Toss Right	TE Vertical	Split Bally	Outs
ZAC Weak Lead	ZAC Strong Lead			

PRO SET

HB Blast	Deep Cross	Screen Right	HB Swing	HB Counter
Down	Quick Outs	G Lead	PA Flag	FB Off Center
Thunder Verticals	Slot Slot	Post Up	TE Corner	Slants

SHOTGUN

Inside Corner	Middle Draw	All Stack	G Lead Left	Comback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Seams
Near Comback				

STRONG I

Stop and Go	Middle Screen	HB Get	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Outs	Toe Bomb	Curl		

PRIMA'S OFFICIAL STRATEGY GUIDE

YACKE

Swing Load	FB Flot	FB Lead Sweep	TE Screen	Counter Right
FGL Fake Under	Thunder Kick	WR Screen	PA Post	Wichit
Thunder Short	ZAC Fake Cross	Thunder Quick Out	Snap	FGL Strong Counter
ZAC Weak Pass				

ACE

TE Screen	Counter Draw	PA Dig	Bounce Outside	HS Option
Savage Left	PA TE Draw	MS Counter Left	PA TE Cross	G Load Right

CLOCK

QB Joke Kneel	QB Spike Ball
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SPECIAL

Field Goal	Field Goal Press	Fake Post Press	Fake Post Booting	Post
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trap	Quick Fade	HS Corner Blot	Left Screen	FB Dive
True Right	QB Booting	TE Flot	FB Lead	

DEFENSE

MICKEL ODD

Press 2 Deep	Double Short Man 1	Base Man	Outside Fire Man 1	OH Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Short	Press Fire Man 1

4-3

Middle Short Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joke Sky 3	Dog Press	Inside Blot Man 1	Tight Man 2 Deep	Middle Short Man 1

3-4

Tight Man 2 Deep	Double Short 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Short Man 1	Press 2 Deep	Double Short Press 1	Middle Blot	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Soft	Inside Fire Soft	Middle Short	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Turt Zone	Base Cover 2
Inside Fire Man 1	Middle Turt Man 1	Hatchet Man	Safe Coverage	Middle Turt Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joke
Middle Turt	Strong Fire	Middle Joke Press	Zone	Middle Fire

SPECIAL

Post Blot	Left Post Return	Middle Post Return	Right Post Return	FG Block
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NFL 2K

JACKSONVILLE JAGUARS

BY
THE
NUMBERS

Offense

95

Defense

82

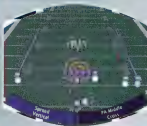
Overall

87

UNIQUE PLAYS

TRIPS

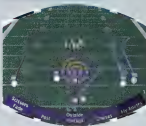
SPREAD VERTICAL



ON THIS SPREAD VERTICAL PLAY, THE QUARTERBACK WILL PASS TO THE WR IN THE DEEP END OF THE FIELD. THE WR WILL CATCH THE BALL AND RUN FOR A LONG GAIN.

SPREAD

SCISSORS FADE



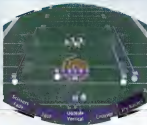
ON THIS SCISSORS FADE PLAY, THE QUARTERBACK WILL PASS TO THE WR IN THE DEEP END OF THE FIELD. THE WR WILL CATCH THE BALL AND RUN FOR A LONG GAIN.

POST



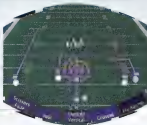
ON THIS POST PLAY, THE QUARTERBACK WILL PASS TO THE WR IN THE DEEP END OF THE FIELD. THE WR WILL CATCH THE BALL AND RUN FOR A LONG GAIN.

OUTSIDE VERTICAL



ON THIS OUTSIDE VERTICAL PLAY, THE QUARTERBACK WILL PASS TO THE WR IN THE DEEP END OF THE FIELD. THE WR WILL CATCH THE BALL AND RUN FOR A LONG GAIN.

CROSSES



ON THIS CROSSES PLAY, THE QUARTERBACK WILL PASS TO THE WR IN THE DEEP END OF THE FIELD. THE WR WILL CATCH THE BALL AND RUN FOR A LONG GAIN.

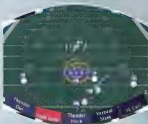
STRONG I

THUNDER OUT



THIS DEFENSIVE STRATEGY IS USED TO STOP THE RUN AND TO STOP THE PASS. THE THUNDER LINE IS USED TO STOP THE RUN, WHILE THE THUNDER BACKS ARE USED TO STOP THE PASS. THE THUNDER ENDS ARE USED TO STOP THE PASS. THE THUNDER LINE IS USED TO STOP THE RUN, WHILE THE THUNDER BACKS ARE USED TO STOP THE PASS. THE THUNDER ENDS ARE USED TO STOP THE PASS.

LEAD ZONE



THIS DEFENSIVE STRATEGY IS USED TO STOP THE RUN AND TO STOP THE PASS. THE LEAD ZONE LINE IS USED TO STOP THE RUN, WHILE THE LEAD ZONE BACKS ARE USED TO STOP THE PASS. THE LEAD ZONE ENDS ARE USED TO STOP THE PASS. THE LEAD ZONE LINE IS USED TO STOP THE RUN, WHILE THE LEAD ZONE BACKS ARE USED TO STOP THE PASS. THE LEAD ZONE ENDS ARE USED TO STOP THE PASS.

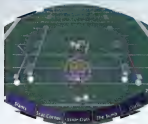
THUNDER HITCH



THIS DEFENSIVE STRATEGY IS USED TO STOP THE RUN AND TO STOP THE PASS. THE THUNDER HITCH LINE IS USED TO STOP THE RUN, WHILE THE THUNDER HITCH BACKS ARE USED TO STOP THE PASS. THE THUNDER HITCH ENDS ARE USED TO STOP THE PASS. THE THUNDER HITCH LINE IS USED TO STOP THE RUN, WHILE THE THUNDER HITCH BACKS ARE USED TO STOP THE PASS. THE THUNDER HITCH ENDS ARE USED TO STOP THE PASS.

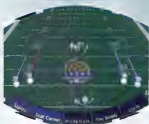
QUADS

SLANTS



THIS DEFENSIVE STRATEGY IS USED TO STOP THE RUN AND TO STOP THE PASS. THE SLANTS LINE IS USED TO STOP THE RUN, WHILE THE SLANTS BACKS ARE USED TO STOP THE PASS. THE SLANTS ENDS ARE USED TO STOP THE PASS. THE SLANTS LINE IS USED TO STOP THE RUN, WHILE THE SLANTS BACKS ARE USED TO STOP THE PASS. THE SLANTS ENDS ARE USED TO STOP THE PASS.

SCAT CORNER



THIS DEFENSIVE STRATEGY IS USED TO STOP THE RUN AND TO STOP THE PASS. THE SCAT CORNER LINE IS USED TO STOP THE RUN, WHILE THE SCAT CORNER BACKS ARE USED TO STOP THE PASS. THE SCAT CORNER ENDS ARE USED TO STOP THE PASS. THE SCAT CORNER LINE IS USED TO STOP THE RUN, WHILE THE SCAT CORNER BACKS ARE USED TO STOP THE PASS. THE SCAT CORNER ENDS ARE USED TO STOP THE PASS.

SEGATM
SPORTS

NFL 2K

THE PLAYBOOK

OFFENSE

CRIPS

Wide Release Screen	HB Draw	HB Screen Left	OH Tackle Left	Inside Short
HB Drop	TE Cross	HB Toss Left	Outside Tackle	End Around
Upward Vertical	PR Middle Cross			

SPREAD

Outside Post	HB Screen	Middle Delay	Cross Middle	Play Left
Inside Post	OH Tackle	Deep Out	Wide Right	Quick Screen
Slanters Fade	Post	Outside Vertical	Crosses	Fly Routes

I FORM

Wrap Slants	HB Follow	HB Check	Counter	Roll Screen Right
Axis Right	TE Vertical	Split Bully	Outs	

PRO SET

HB Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Blow	Quick Outs	G Load	PR Flag	FB OH Center
TE Corner	Slants			

SHOTGUN

Inside Corner	Middle Drop	AE Slant	G Load Left	Comback
TE Out	Short and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitch	Over Tackle	Split Fade	Inside Slant
Blow Comback				

STRONG I

Stop and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Thunder Out	Lead Zone	Thunder Hitch	Vertical Slant	TE Curl

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Slants	Short Corner	Inside Out	The Bands	Curl

PRIMA'S OFFICIAL STRATEGY GUIDE

WEAK

Strong Lead	FB Play	FB Lead Sweep	TE Screen	Cocenter Right
WR Screen	PA Play	Hatchon		

ACE

TE Screen	Catcher Drive	PA Dig	Branch Outwide	HB Option
Sweep Left	PA TE Drag	WG Coenter Left	PA TE Cross	G Lead Right

QUICK

QB Jetto Area	QB Spike Ball
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SPECIAL

Field Goal	Field Goal Pass	Field Goal Pass	Field Goal Backup	Pass
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trap	Quick Pickle	BB Center Blast	Left Screen	PG Drive
TEs Right	QB Routing	TE Pick	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	QB Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

4-3

Middle Strong Press	Middle Deep Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Jabber Sky 3	Deep Press	Inside Blitz Man 1	Triple Man 2 Deep	Middle Shoot Man 1

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Big-Adda Blitz	Outside Deep Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Deep Soft	Inside Fire Soft	Middle Shoot	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Tight Zone	Base Cover 2
Inside Fire Man 1	Middle Tight Man 1	Natहत Man	Safe Coverage	Middle Tight Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Jabber
Middle Tunt	Strong Fire	Middle Jabber Press	Zone	Middle Fire

SPECIAL

Pass Block	Left Post Return	Middle Post Return	Right Post Return	FG Block
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NFL 2K

NEW YORK JETS

BY
THE
NUMBERS

Offense ▶▶▶ 93

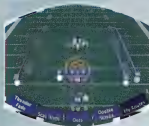
Defense ▶▶▶ 94

Overall ▶▶▶ 91

UNIQUE PLAYS

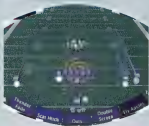
SPREAD

THUNDER FADE



THUNDER FADE IS A COMBINATION OF THE SPREAD OFFENSE AND THE FADE PASS. THE QUARTERBACK DROPS BACK AND LOOKS TO PASS TO THE WIDE RECEIVER ON THE OPPOSITE SIDE OF THE HUDDLE FROM WHERE HE STARTED.

SCAT HITCH



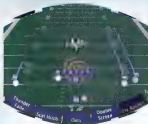
SCAT HITCH IS A COMBINATION OF THE SPREAD OFFENSE AND THE HITCH PASS. THE QUARTERBACK DROPS BACK AND LOOKS TO PASS TO THE WIDE RECEIVER ON THE SAME SIDE OF THE HUDDLE FROM WHERE HE STARTED.

OUTS



OUTS IS A COMBINATION OF THE SPREAD OFFENSE AND THE OUT PASS. THE QUARTERBACK DROPS BACK AND LOOKS TO PASS TO THE WIDE RECEIVER ON THE OPPOSITE SIDE OF THE HUDDLE FROM WHERE HE STARTED.

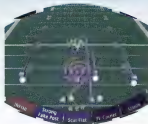
DOUBLE SCREEN



DOUBLE SCREEN IS A COMBINATION OF THE SPREAD OFFENSE AND THE DOUBLE SCREEN PASS. THE QUARTERBACK DROPS BACK AND LOOKS TO PASS TO THE WIDE RECEIVER ON THE OPPOSITE SIDE OF THE HUDDLE FROM WHERE HE STARTED.

PRO SET

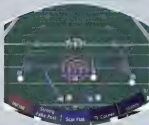
STRONG FAKE POST



STRONG FAKE POST IS A COMBINATION OF THE PRO SET OFFENSE AND THE STRONG FAKE POST PASS. THE QUARTERBACK DROPS BACK AND LOOKS TO PASS TO THE WIDE RECEIVER ON THE OPPOSITE SIDE OF THE HUDDLE FROM WHERE HE STARTED.

QUADS

SCAT FLAT



THIS PLAY IS DESIGNED FOR THE RUNNING BACKS TO GET THE BACKFIELD MOVING AWAY FROM THE BACKFIELD. THE RUNNING BACKS WILL RUN TO THE CORNER AND THE WIDE RECEIVERS WILL RUN TO THE FLAT. THE QUARTERBACK WILL PASS TO THE CORNER OR THE FLAT.

SCISSORS COMEBACK



IF THE DEFENSE MOVES TO CORNER, THE QUARTERBACK WILL PASS TO THE CORNER. IF THE DEFENSE MOVES TO THE FLAT, THE QUARTERBACK WILL PASS TO THE FLAT. THE RUNNING BACKS WILL RUN TO THE CORNER AND THE WIDE RECEIVERS WILL RUN TO THE FLAT.

INSIDE READ



THIS PLAY IS DESIGNED FOR THE RUNNING BACKS TO GET THE BACKFIELD MOVING AWAY FROM THE BACKFIELD. THE RUNNING BACKS WILL RUN TO THE CORNER AND THE WIDE RECEIVERS WILL RUN TO THE FLAT. THE QUARTERBACK WILL PASS TO THE CORNER OR THE FLAT.

YING SWEEP



THE PULLING GUARDS AND THE WING BACKS WILL MOVE AWAY FROM THE BACKFIELD. THE RUNNING BACKS WILL RUN TO THE CORNER AND THE WIDE RECEIVERS WILL RUN TO THE FLAT. THE QUARTERBACK WILL PASS TO THE CORNER OR THE FLAT.

YING LEAD



THIS PLAY IS DESIGNED FOR THE RUNNING BACKS TO GET THE BACKFIELD MOVING AWAY FROM THE BACKFIELD. THE RUNNING BACKS WILL RUN TO THE CORNER AND THE WIDE RECEIVERS WILL RUN TO THE FLAT. THE QUARTERBACK WILL PASS TO THE CORNER OR THE FLAT.

SEGA™
SPORTS

NFL 2K

ACE

JET SCREEN



QB: Look Right, 10 Yds, 10 Yds, 10 Yds
RB: Screen Right, 10 Yds, 10 Yds, 10 Yds
TE: Block Left, 10 Yds, 10 Yds, 10 Yds
WR: Slant Right, 10 Yds, 10 Yds, 10 Yds
FB: Block Left, 10 Yds, 10 Yds, 10 Yds
DE: Block Left, 10 Yds, 10 Yds, 10 Yds
DT: Block Left, 10 Yds, 10 Yds, 10 Yds
DB: Block Left, 10 Yds, 10 Yds, 10 Yds

JET SCAT FLAT



QB: Look Right, 10 Yds, 10 Yds, 10 Yds
RB: Screen Right, 10 Yds, 10 Yds, 10 Yds
TE: Block Left, 10 Yds, 10 Yds, 10 Yds
WR: Slant Right, 10 Yds, 10 Yds, 10 Yds
FB: Block Left, 10 Yds, 10 Yds, 10 Yds
DE: Block Left, 10 Yds, 10 Yds, 10 Yds
DT: Block Left, 10 Yds, 10 Yds, 10 Yds
DB: Block Left, 10 Yds, 10 Yds, 10 Yds

INSIDE TRAP



QB: Look Right, 10 Yds, 10 Yds, 10 Yds
RB: Screen Right, 10 Yds, 10 Yds, 10 Yds
TE: Block Left, 10 Yds, 10 Yds, 10 Yds
WR: Slant Right, 10 Yds, 10 Yds, 10 Yds
FB: Block Left, 10 Yds, 10 Yds, 10 Yds
DE: Block Left, 10 Yds, 10 Yds, 10 Yds
DT: Block Left, 10 Yds, 10 Yds, 10 Yds
DB: Block Left, 10 Yds, 10 Yds, 10 Yds

THE PLAYBOOK

OFFENSE

WRMS

HB Sideline Sprint	HB Drew	HB Screen Left	Off Tackle Left	Inside Slant
HB Trap	TE Cross	HB Toss Left	Outside Hitch	End Around
HB Middle Cross				

SPREAD

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Thunder Fade	Scat Hitch	Outs	Double Screen	Fly Route

I FORM

Deep Slants	HB Follow	HB Check	Counter	Roll Screen Right
Yoss Right	TE Vertical	Split Body	Outs	

PRO SET

FB Blast	Deep Cross	Scout Right	HB Swing	HB Counter
Drow	Quick Outs	G Lead	PA Flag	FB Off Center
Strong Fake Post	Scat Flat	TE Carrier	Slants	

SHOTGUN

Inside Corner	Middle Draw	All Struts	G Lead Left	Comback
TE Gun	Short and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Seams
Power Comback				

STRONG I

Stop and Go	Middle Screen	HB Gun	FB Screen	FB Outside
Vertical Short	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Scissors Comback	Inside Read	Inside Outs	The Bomb	Curl
Ying Sweep	Ying Lead			

PRIMA'S OFFICIAL STRATEGY GUIDE

WYATT

Strong Lead	FB Flat	FB Lead Setup	TE Screen	Counter Right
WB Screen	PA Push	Hitches		

ACE

TE Screen	Center Drop	PA Drop	Base on Outside	HS Option
Strong Left	PA TE Drop	HB Counter Left	PA TE Cross	G Lead Right
Jet Screen	Jet Split Flat	Inside Trap		

CLOCK

QB Take Knee	QB Spike Ball
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SPECIAL

Field Goal	Field Goal Pass	False Pass Pass	False Pass Binding	Punt
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trip	Quick Pick	HS Center Blast	Left Screen	FB Dive
Toss Right	QB Booting	TE Flat	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	OH Man 2 Deep
Double Fire Man OH	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

4-3

Middle Screen Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Short Man 1

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man OH
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Self	Inside Fire Self	Middle Short	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Tight Zone	Base Cover 2
Inside Fire Man 1	Middle Tight Man 1	Hardest Man	Safe Coverage	Middle Tight Press

GOAL LINE

Press Fire	Wash Fire	Base	All Fire Press	Middle Joker
Middle Tight	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block
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NFL 2K

DETROIT LIONS

UNIQUE PLAYS

BY THE NUMBERS

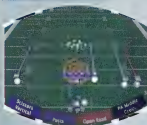
Offense ▶▶▶ **82**

Defense ▶▶▶ **80**

Overall ▶▶▶ **80**

TRIPS

SCISSORS VERTICAL



THIS PLAY IS A VERTICAL PASSING PLAY. THE QUARTERBACK WILL PASS TO THE CORNER RECEPTOR WHO WILL CROSS THE PATH OF THE TIGHT END WHO WILL CROSS THE PATH OF THE OTHER CORNER RECEPTOR. THE CORNER RECEPTOR WILL CROSS THE PATH OF THE TIGHT END WHO WILL CROSS THE PATH OF THE OTHER CORNER RECEPTOR. THE CORNER RECEPTOR WILL CROSS THE PATH OF THE TIGHT END WHO WILL CROSS THE PATH OF THE OTHER CORNER RECEPTOR.

POSTS



THIS PLAY IS A VERTICAL PASSING PLAY. THE QUARTERBACK WILL PASS TO THE CORNER RECEPTOR WHO WILL CROSS THE PATH OF THE TIGHT END WHO WILL CROSS THE PATH OF THE OTHER CORNER RECEPTOR. THE CORNER RECEPTOR WILL CROSS THE PATH OF THE TIGHT END WHO WILL CROSS THE PATH OF THE OTHER CORNER RECEPTOR.

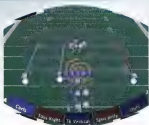
I FORM

OPEN READ



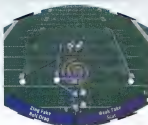
THIS PLAY IS A VERTICAL PASSING PLAY. THE QUARTERBACK WILL PASS TO THE CORNER RECEPTOR WHO WILL CROSS THE PATH OF THE TIGHT END WHO WILL CROSS THE PATH OF THE OTHER CORNER RECEPTOR. THE CORNER RECEPTOR WILL CROSS THE PATH OF THE TIGHT END WHO WILL CROSS THE PATH OF THE OTHER CORNER RECEPTOR.

CURLS



THIS PLAY IS A VERTICAL PASSING PLAY. THE QUARTERBACK WILL PASS TO THE CORNER RECEPTOR WHO WILL CROSS THE PATH OF THE TIGHT END WHO WILL CROSS THE PATH OF THE OTHER CORNER RECEPTOR. THE CORNER RECEPTOR WILL CROSS THE PATH OF THE TIGHT END WHO WILL CROSS THE PATH OF THE OTHER CORNER RECEPTOR.

ZING FAKE ROLL DRAG



THE PRIMARY RECEPTOR RUNS A SLANT PATTERN TO THE END ZONE. THE CORNER RECEPTOR WILL CROSS THE PATH OF THE TIGHT END WHO WILL CROSS THE PATH OF THE OTHER CORNER RECEPTOR. THE CORNER RECEPTOR WILL CROSS THE PATH OF THE TIGHT END WHO WILL CROSS THE PATH OF THE OTHER CORNER RECEPTOR.

SEGA™
SPORTS

NFL 2K

RELEASE FLAG



With Release Flag, a play that can be used in a variety of ways. It's a great way to get the ball into the hands of your best player, or to set up a play that can be used in a variety of ways. It's a great way to get the ball into the hands of your best player, or to set up a play that can be used in a variety of ways.

DETROIT POST



With Detroit Post, a play that can be used in a variety of ways. It's a great way to get the ball into the hands of your best player, or to set up a play that can be used in a variety of ways. It's a great way to get the ball into the hands of your best player, or to set up a play that can be used in a variety of ways.

THE PLAYBOOK

OFFENSE

TRIPS

PA Outside Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Sprint
HB Draw	TE Cross	HB Toss Left	Outside Hitch	End Around
Outside Vertical	Pass	Open Read	PA Middle Cross	

SPREAD

Outside Post	HB Screen	Middle Delay	Cross Middle	Pinch Left
Middle Post	Off Tackle	Deep Out	Wide Right	Quick Screen
TE Routes				

1 FORM

Deep Slants	HB Follow	HB Check	Counter	Roll Screen Right
Cuts	Loss Right	TE Vertical	Split Belly	Outs
Slant Fake Roll Out	Weak Fake Set			

PRO SET

HB Blast	Deep Cross	Swamp Right	HB Swing	HB Counter
Rise	Quick Outs	G Land	PA Flag	FB Off Center
TE Corner	Slants			

SHOTGUN

Inside Corner	Middle Draw	AB Struck	G Land Left	Comeback
TE Out	Short and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Land Loss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitch	Over Tackle	Split Fade	Inside Seam
Outside Vertical	Clear Out	Near Comeback		

STRONG I

Stop and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Outs	The Bomb	Curl		

PRIMA'S OFFICIAL STRATEGY GUIDE

NICKEL

Strong Lead RT: Screen	FB Flot PB Post	FB Lead Sweep Watches	TE Screen	Quarter Right
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ACE

TE Screen	Quarter Drive	PB Dig	Receiver Outside	ML Center
Strong Left	PA (G) Drop	TE Quarter Left	PA TE Cross	G Lead Right
Zone Zone	Zone Fake Roll Cross	Receiver Flot	Outback Post	

CLOCK

QB Tush Run	QB Spike Ball
-------------	---------------

SPECIAL

Field Goal	Field Goal Pass	Field Point Pass	Field Point Booting	Pass
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trap	Quarter Flock	TE Center Block	Left Screen	FB Dive
TE Right	QB Blocking	TE Flot	PB Lead	

DEFENSE

NICKEL ODD

Press 2 Drop	Double Short Man 1	Screen Man	Outside Fire Man 1	Off Man 2 Drop
Double Fire Man Off	Outside Fire 2 Drop	Prevent 1 Drop	Double Short	Press Fire Man 1

4-3

Inside Short Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Right Man 2 Drop	Middle Short Man 1

3-4

Right Man 2 Drop	Double Short 3 Drop	Base Man 2	Outside Fire 1 Drop	Base Man Off
Double Short Man 1	Press 2 Drop	Double Short Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Drop	Inside Fire Press	Safe Cover 2
Middle Dog Soli	Inside Fire Soli	Middle Screen	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Tush Zone	Base Cover 2
Inside Fire Man 1	Middle Tush Man 1	Hatchet Man	Safe Coverage	Middle Tush Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Tush	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Pass Block	Left Punt Return	Middle Punt Return	Right Punt Return	FB Block
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NFL 2K

GREEN BAY PACKERS

BY
THE
NUMBERS

Offense

94

Defense

85

Overall

84

UNIQUE PLAYS

I FORM

ISOLATION



Isolation is a great play to use when you want to isolate a receiver. The quarterback can throw the ball to the receiver who is in the best position to catch it. This play is also good for when you want to keep the defense off-balance.

STRONG H SCREEN



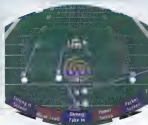
The Strong H Screen is a great play to use when you want to isolate a receiver. The quarterback can throw the ball to the receiver who is in the best position to catch it. This play is also good for when you want to keep the defense off-balance.

WEAK LEAD



The Weak Lead is a great play to use when you want to isolate a receiver. The quarterback can throw the ball to the receiver who is in the best position to catch it. This play is also good for when you want to keep the defense off-balance.

STRONG FAKE IN



The Strong Fake In is a great play to use when you want to isolate a receiver. The quarterback can throw the ball to the receiver who is in the best position to catch it. This play is also good for when you want to keep the defense off-balance.

POWER SWEEP



The key to this play is to get the running back set by the time the quarterback throws the ball. The running back can then sweep the ball for a big gain.

PACKERS SCREEN



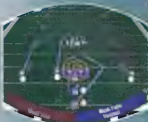
WAIT FOR THE BALL TO BE IN THE POCKET. ON CALL, THE QUARTERBACK SHOULD KNOW WHERE THE DEFENSE IS. ON THE PLAY, THE QUARTERBACK SHOULD PASS TO THE WIDE RECEIVER. THE BALL IS IN THE POCKET. THE DEFENSE IS IN THE POCKET. THE QUARTERBACK SHOULD PASS TO THE WIDE RECEIVER. THE BALL IS IN THE POCKET. THE DEFENSE IS IN THE POCKET. THE QUARTERBACK SHOULD PASS TO THE WIDE RECEIVER.

WEAK TRAP



WAIT FOR THE BALL TO BE IN THE POCKET. ON CALL, THE QUARTERBACK SHOULD KNOW WHERE THE DEFENSE IS. ON THE PLAY, THE QUARTERBACK SHOULD PASS TO THE WIDE RECEIVER. THE BALL IS IN THE POCKET. THE DEFENSE IS IN THE POCKET. THE QUARTERBACK SHOULD PASS TO THE WIDE RECEIVER.

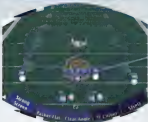
WEAK FAKE VERTICAL



WAIT FOR THE BALL TO BE IN THE POCKET. ON CALL, THE QUARTERBACK SHOULD KNOW WHERE THE DEFENSE IS. ON THE PLAY, THE QUARTERBACK SHOULD PASS TO THE WIDE RECEIVER. THE BALL IS IN THE POCKET. THE DEFENSE IS IN THE POCKET. THE QUARTERBACK SHOULD PASS TO THE WIDE RECEIVER.

PRO SET

STRONG SCREEN



WAIT FOR THE BALL TO BE IN THE POCKET. ON CALL, THE QUARTERBACK SHOULD KNOW WHERE THE DEFENSE IS. ON THE PLAY, THE QUARTERBACK SHOULD PASS TO THE WIDE RECEIVER. THE BALL IS IN THE POCKET. THE DEFENSE IS IN THE POCKET. THE QUARTERBACK SHOULD PASS TO THE WIDE RECEIVER.

PACKER FLAT



WAIT FOR THE BALL TO BE IN THE POCKET. ON CALL, THE QUARTERBACK SHOULD KNOW WHERE THE DEFENSE IS. ON THE PLAY, THE QUARTERBACK SHOULD PASS TO THE WIDE RECEIVER. THE BALL IS IN THE POCKET. THE DEFENSE IS IN THE POCKET. THE QUARTERBACK SHOULD PASS TO THE WIDE RECEIVER.

PACKERS

SEGA
SPORTS

NFL 2K

CLEAR ANGLE



Use this play to clear the way for the running back to run. The quarterback will drop back and look for the running back to run. The wide receiver will block the defensive end. The running back will run the ball.

STRETCH UNDER



Use this play to stretch the defense and then run the ball under the line of scrimmage. The quarterback will drop back and look for the running back to run. The wide receiver will block the defensive end. The running back will run the ball.

SLANT VERTICAL



Use this play to slant the ball to the wide receiver and then run the ball vertically. The quarterback will drop back and look for the running back to run. The wide receiver will block the defensive end. The running back will run the ball.

QUICK FADE



Use this play to quickly fade the ball to the wide receiver. The quarterback will drop back and look for the running back to run. The wide receiver will block the defensive end. The running back will run the ball.

THE PLAYBOOK

OFFENSE

WRAP

WR Sideline Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
WR Trap	TE Cross	HB Toss Left	Outside Hitch	End Around
WR Middle Cross				

SPRISO

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Out	Wide Right	Quick Screen
Fly Routes				

I FORM

Wrap Slants	HB Follow	HB Check	Counter	Roll Screen Right
Isolation	Toss Right	TE Vertical	Split Belly	Outs
Strong H Screen	Weak Lead	Strong Fake In	Power Sweep	Packers Screen
Weak Trap	Weak Fake Vertical			

PRO SET

HB Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Draw	Quick Out	G Lead	PN Flag	FB Off Center
Strong Screen	Packer Flat	Clear Angle	TE Corner	Slants
Stretch Under	Slant Vertical	Quick Fade		

SHOTGUN

Inside Corner	Middle Drop	AR Struck	G Lead Left	Comeback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitchus	Deep Tackle	Split Fade	Inside Scam
Weak Comeback				

STRONG I

Stop and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Grass Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Outs	The Bomb	Curl		

PRIMA'S OFFICIAL STRATEGY GUIDE

HYLANI

Strong Lead	FB Flot	FB Lead Setup	TE Screen	Counter Right
WG Screen	PA Post	Hitbox		

ACE

TE Screen	Center Drive	PA Dig	Bounce Outside	HB Option
Screen Left	PA TE Dig	HB Counter Left	PA TE Cross	G Lead Right

CLOCK

QB Take Knee	QB Split Bell			
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SPECIAL

Field Goal	Field Goal Pass	Point Punt Pass	Punt Punt Blocking	Punt
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trap	QB Fals	HB Center Block	Left Screen	FB Dive
Trap Right	QB Blocking	TE Flot	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Short Man 1	Base Man	Outside Fire Man 1	QB Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Short	Press Fire Man 1

4-3

Middle Short Press	Middle Dig Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dig Press	Inside Blitz Man 1	Right Man 2 Deep	Middle Short Man 1

3-4

Tight Man 2 Deep	Double Short 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Short Man 1	Press 2 Deep	Double Short Press 1	Middle Blitz	Outside Dig Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dig Soft	Inside Fire Soft	Middle Short	Prevent	Inside Fire

NICKEL

Center 2	Inside Fire Sky 3	Man 2	Middle Twist Zone	Base Cover 2
Inside Fire Man 1	Middle Twist Man 1	Hitbox Man	Safe Coverage	Middle Twist Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Twist	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block
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NFL 2K

CAROLINA PANTHERS

BY
THE
NUMBERS

Offense

74

Defense

66

Overall

72

UNIQUE PLAYS

TRIPS

YAC QUICK FLAT



LET THE RECEIVER MOVE TO HIS CORNERBACK AND GET THE HANDOFF. THE CORNERBACK WILL BE IN THE BACKFIELD. THE RUNNING BACK WILL BE IN THE BACKFIELD. THE TIGHT END WILL BE IN THE BACKFIELD. THE WIDE RECEIVER WILL BE IN THE BACKFIELD.

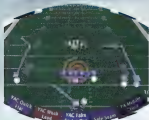
YAC WEAK LEAD



LET THE RECEIVER MOVE TO HIS CORNERBACK AND GET THE HANDOFF. THE CORNERBACK WILL BE IN THE BACKFIELD. THE RUNNING BACK WILL BE IN THE BACKFIELD. THE TIGHT END WILL BE IN THE BACKFIELD. THE WIDE RECEIVER WILL BE IN THE BACKFIELD.

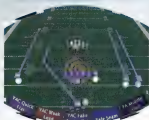
SPREAD

YAC FAKE SPRINT OUT



WIDE RECEIVER RUNS FORWARD. WIDE RECEIVER GETS THE HANDOFF. WIDE RECEIVER RUNS FORWARD. WIDE RECEIVER GETS THE HANDOFF. WIDE RECEIVER RUNS FORWARD. WIDE RECEIVER GETS THE HANDOFF. WIDE RECEIVER RUNS FORWARD. WIDE RECEIVER GETS THE HANDOFF.

SAFE SCREEN



THIS PLAY IS DESIGNED FOR THE FRONT END TO SPLIT THE LINE. THE FRONT END WILL BE IN THE BACKFIELD. THE RUNNING BACK WILL BE IN THE BACKFIELD. THE TIGHT END WILL BE IN THE BACKFIELD. THE WIDE RECEIVER WILL BE IN THE BACKFIELD.

QUICK HITCH



TIME THIS PASS GO THRU TWO KICKERS AT THE RECEIVER. THE KICKER WILL BE IN THE BACKFIELD. THE RUNNING BACK WILL BE IN THE BACKFIELD. THE TIGHT END WILL BE IN THE BACKFIELD. THE WIDE RECEIVER WILL BE IN THE BACKFIELD.

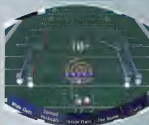
QUADS

MIDDLE CROSS



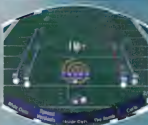
A MIDDLE CROSS QUAD IS USED TO SET UP A PASS TO A WIDE RECEIVER OR A TIGHT END. THE QUAD IS USED TO SET UP A PASS TO A WIDE RECEIVER OR A TIGHT END.

WIDE-OUTS



WIDE-OUTS ARE USED TO GET 10-15 YARDS BEFORE DELIVERING THIS PASS. THE QUAD IS USED TO SET UP A PASS TO A WIDE RECEIVER OR A TIGHT END. THE QUAD IS USED TO SET UP A PASS TO A WIDE RECEIVER OR A TIGHT END.

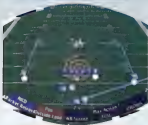
SPREAD VERTICALS



SPREAD VERTICALS ARE USED TO GET 10-15 YARDS BEFORE DELIVERING THIS PASS. THE QUAD IS USED TO SET UP A PASS TO A WIDE RECEIVER OR A TIGHT END. THE QUAD IS USED TO SET UP A PASS TO A WIDE RECEIVER OR A TIGHT END.

WEAK I

NKD ROCKET RELEASE



THE NKD ROCKET RELEASE QUAD IS USED TO SET UP A PASS TO A WIDE RECEIVER OR A TIGHT END. THE QUAD IS USED TO SET UP A PASS TO A WIDE RECEIVER OR A TIGHT END.

FOX OUTSIDE LEAD



FOLLOW THE FOX OUTSIDE LEAD QUAD TO SET UP A PASS TO A WIDE RECEIVER OR A TIGHT END. THE QUAD IS USED TO SET UP A PASS TO A WIDE RECEIVER OR A TIGHT END.

PANTHERS

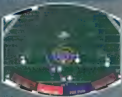
NFL 2K

FOX TOSS



THE TACKLE PULLS AND THE FULLBACK LEADS YOU ON THIS RUNNING PLAY. GET UPFIELD AS QUICKLY AS YOU CAN AND LOOK TO CUT IT INSIDE IF A HOLE PRESENTS ITSELF.

WEAK LEAD



FOLLOW YOUR FULLBACK BLOCKER ON THIS INSIDE RUN. IF THE HOLE BETWEEN THE TACKLE AND FULLBACK ISN'T THERE, BOUNCE IT FARTHER OUTSIDE OR LOOK FOR A GAP INSIDE YOU CAN HIT.

FOX FLATS



THE MAIN TARGET ON THIS PLAY IS THE FULLBACK RUNNING OUT OF THE BACKFIELD AND INTO THE RIGHT FLAT. HIT HIM ONCE HE GETS TO THE LINE OF SCRUMWAGE, THEN TURN UPFIELD QUICKLY TO GET POSITIVE YARDS.

STRONG TRAP



THIS RUN PLAY IS DESIGNED TO OPEN UP A HOLE TO THE RIGHT SIDE OF THE LINE. IF THE HOLE DOESN'T OPEN UP INSIDE, SPRING THE PLAY OUTSIDE AND TRY TO GET UPFIELD AS FAST AS YOU CAN.

THE PLAYBOOK

OFFENSE

WRAPS

HB Sidelane Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
HB Trap	TE Cross	HB Toss Left	Outside Hitch	End Around
YAC Quick Flat	YAC Weak Lead	YAC Fake Sprint Out	Solo Screen	PA Middle Cross

SPREAD

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Wick Hitch	Middle Cross	Fly Routes		

I FORM

Deep Slant	HB Follow	HB Check	Counter	Roll Screen Right
Pin Right	TE Vertical	Split Reilly	Outs	

PRO SET

FB Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Draw	Quick Outs	G Lead	PA Flag	FB Off Center
FB Corner	Slants			

SHOTGUN

Inside Corner	Middle Draw	All Strength	G Lead Left	Cornerback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitchies	Over Tackle	Split Fade	Inside Screen
Blaze Cornback				

STRONG I

Slant and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Wide Outs	Spread Verticals	Inside Outs	The Berke	Curls

PRIMA'S OFFICIAL STRATEGY GUIDE

STEAL

Strong Lead	FB Fast	TE Lead Strong	TE Screen	Center Right
QB Backer Release	Far Outside Lead	DE Screen	PI Post	Hitches
Flex Toss	Weak Lead	Flex Pitch	Strong Drop	

ATT

TE Screen	Center Drive	PI Dig	Source Outside	QB Option
Swamp Left	PA TE Drop	RB Counter Left	PA TE Lead	G Lead Right

CLOCK

QB Take Home	QB Spoke Roll
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SPECIAL

Field Goal	Field Goal Pass	Kick Punt Pass	Field Punt Bunking	Place
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Toss	Back Field	QB Center Block	Left Screen	TE Jam
Two Eight	QB Bunking	TE Flip	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Short Man 1	Base Man	Outside Line Man 1	Off Man 2 Deep
Double Free Man Off	Outside Free 3 Deep	Prevent 2 Deep	Double Short	Press Free Man 1

4-3

Double Short Press	Middle Dog Sky 3	Base	Middle Free Press	Base Cover 2
Inside Jock Sky 3	Dog Press	Inside Kick Man 1	Right Man 2 Deep	Middle Short Man 1

3-4

Tight Man 2 Deep	Double Short 3 Deep	Base Man 2	Outside Free 1 Deep	Line Man Off
Double Short Man 1	Press 2 Deep	Double Short Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Free Sky 3	Base 2 Deep	Inside Free Press	Safe Cover 2
Middle Dog Safe	Inside Free Safe	Middle Short	Prevent	Inside Free

NICKEL

Cover 2	Inside Free Sky 3	Man 2	Middle Free Zone	Base Cover 2
Inside Free Man 1	Middle Short Man 1	Hatcher Man	Safe Coverage	Middle Free Press

GOAL LINE

Press Free	Weak Free	Base	All Free Press	Middle Jock
Middle Toss	Strong Free	Middle Jock Press	Zone	Middle Free

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block
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NFL 2K

NEW ENGLAND PATRIOTS

BY
THE
NUMBERS

Offense ▶▶▶ 92

Defense ▶▶▶ 83

Overall ▶▶▶ 86

UNIQUE PLAYS

I FORM

THUNDER POST



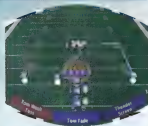
THUNDER POST: THE QUARTERBACK LOOKS TO HIS RIGHT FOR THE WR RUNNING THE POST ROUTE. THE WR CATCHES THE BALL AND RUNS IT DOWN THE FIELD. THE QB MUST WATCH THE DEFENSE'S SECONDARY TO PREVENT A PICK.

TOM WEAK TOSS



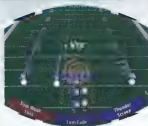
TOM WEAK TOSS: THE QUARTERBACK LOOKS TO HIS RIGHT FOR THE WR RUNNING THE WEAK TOSS ROUTE. THE WR CATCHES THE BALL AND RUNS IT DOWN THE FIELD. THE QB MUST WATCH THE DEFENSE'S SECONDARY TO PREVENT A PICK.

TOM FADE



TOM FADE: THE QUARTERBACK LOOKS TO HIS RIGHT FOR THE WR RUNNING THE FADE ROUTE. THE WR CATCHES THE BALL AND RUNS IT DOWN THE FIELD. THE QB MUST WATCH THE DEFENSE'S SECONDARY TO PREVENT A PICK.

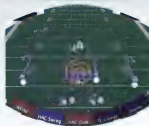
THUNDER SCREEN



THUNDER SCREEN IS A QUICK PASS TO THE WR RUNNING THE SCREEN ROUTE. THE WR CATCHES THE BALL AND RUNS IT DOWN THE FIELD. THE QB MUST WATCH THE DEFENSE'S SECONDARY TO PREVENT A PICK.

PRO SET

HAC SWING



IT'S ALL UP TO THE WR RUNNING THE HAC SWING PASS. THE WR CATCHES THE BALL AND RUNS IT DOWN THE FIELD. THE QB MUST WATCH THE DEFENSE'S SECONDARY TO PREVENT A PICK.

ACE

HAC DIVE



THE BALL IS HANDOFFED TO THE RB, WHO DIVES FOR A TOUCHDOWN. THE DEFENSE MUST BE ALERT FOR THE RB TO DIVE FOR A TOUCHDOWN. THE RB MUST BE ALERT FOR THE DEFENSE TO DIVE FOR A TOUCHDOWN. THE RB MUST BE ALERT FOR THE DEFENSE TO DIVE FOR A TOUCHDOWN.

ZAC ZONE



THE BALL IS HANDOFFED TO THE RB, WHO DIVES FOR A TOUCHDOWN. THE DEFENSE MUST BE ALERT FOR THE RB TO DIVE FOR A TOUCHDOWN. THE RB MUST BE ALERT FOR THE DEFENSE TO DIVE FOR A TOUCHDOWN. THE RB MUST BE ALERT FOR THE DEFENSE TO DIVE FOR A TOUCHDOWN.

ZAC PATRIOT FLATS



THE BALL IS HANDOFFED TO THE RB, WHO DIVES FOR A TOUCHDOWN. THE DEFENSE MUST BE ALERT FOR THE RB TO DIVE FOR A TOUCHDOWN. THE RB MUST BE ALERT FOR THE DEFENSE TO DIVE FOR A TOUCHDOWN. THE RB MUST BE ALERT FOR THE DEFENSE TO DIVE FOR A TOUCHDOWN.

DIVE



THE BALL IS HANDOFFED TO THE RB, WHO DIVES FOR A TOUCHDOWN. THE DEFENSE MUST BE ALERT FOR THE RB TO DIVE FOR A TOUCHDOWN. THE RB MUST BE ALERT FOR THE DEFENSE TO DIVE FOR A TOUCHDOWN. THE RB MUST BE ALERT FOR THE DEFENSE TO DIVE FOR A TOUCHDOWN.

ZAC PATRIOT CURL



THE BALL IS HANDOFFED TO THE RB, WHO DIVES FOR A TOUCHDOWN. THE DEFENSE MUST BE ALERT FOR THE RB TO DIVE FOR A TOUCHDOWN. THE RB MUST BE ALERT FOR THE DEFENSE TO DIVE FOR A TOUCHDOWN. THE RB MUST BE ALERT FOR THE DEFENSE TO DIVE FOR A TOUCHDOWN.

SEGA™
SPORTS™

NFL 2K

DAC OPEN ZONE



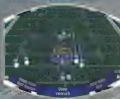
How to Use This Play: The offense will use a quick pass to the tight end or running back, who will then pass to the wide receiver or running back. The defense will be in a 4-3 base defense, and the offense will use a quick pass to the tight end or running back, who will then pass to the wide receiver or running back.

WEAK FAKE ROLL CORNER



How to Use This Play: The offense will use a fake roll to the corner, which will then pass to the wide receiver or running back. The defense will be in a 4-3 base defense, and the offense will use a fake roll to the corner, which will then pass to the wide receiver or running back.

DEEP VERTICALS



How to Use This Play: The offense will use a deep pass to the wide receiver or running back, who will then pass to the wide receiver or running back. The defense will be in a 4-3 base defense, and the offense will use a deep pass to the wide receiver or running back, who will then pass to the wide receiver or running back.

DAC FAKE OUT



How to Use This Play: The offense will use a fake out to the wide receiver or running back, who will then pass to the wide receiver or running back. The defense will be in a 4-3 base defense, and the offense will use a fake out to the wide receiver or running back, who will then pass to the wide receiver or running back.

THE PLAYBOOK

OFFENSE

WRBS

WR Wideout Samart	HB Draw	HB Screen Left	Off Tackle Left	Inside Screen
WR Draw	TE Cross	HB Toss Left	Outside Hatch	End Around
WR Middle Cross				

SPREAD

WR Wideout Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
WR Wide Post	Off Tackle	Deep Out	Wide Right	Quick Screen
WR Routes				

I FORM

Draw Slant	HB Follow	HB Check	Covered	Roll Screen Right
Thunder Post	Toss Right	TE Vertical	Split Back	Outs
Sims Weak Toss	Toss Fade	Thunder Screen		

PRO SET

FB Blast	Draw Cross	Swing Right	HB Swing	HB Counter
Draw	Quick Out	G Load	PH Flag	FB Off Center
HB Swing	NAC Drive	TE Corner	Slant	

SHOTGUN

Inside Corner	Middle Draw	All Screens	G Load Left	Cornerback
TE Out	Slant and Go	Outside Play		

PRO SLOT

Inside Zone	Inside Curl	FB Load Toss	Deep Out	FB Middle Anzor
Deep Corner	Quick Uthier	Over Tackle	Split Fade	Inside Screen
Near Cornerback				

STRONG I

Slant and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screens
Inside Out	The Bomb	Curl		

PRIMA'S OFFICIAL STRATEGY GUIDE

WEAK

Strong Lead	H Fly	FB Lead Swamp	TE Screen	Counter Right
WB Screen	PL Post	Match		

ACE

Q1 Screen	Leaver Drop	PL Dig	Swamp Outside	QB Option
Screen Left	PL TE Gray	WB Counter Left	PL TE Screen	C. Lead Right
2W Zone	ZAC Pattern Right	Drive	ZAC Pattern Left	Old Open Zone
Weak Fakes And Crosso	Deep Swatback	QB Pick Out		

CLOCK

QB Pick Run	QB Spike Ball
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SPECIAL

Field Goal	Field Goal Pass	Fake Post Pass	Fake Post Snap/Up	Post
Field Goal Screen Pass	Field Goal Run			

DEFENSE

NICKEL ODD

Press 1 Drop	Double Short Man 1	Base Press	Outside Fire Man 1	Off Man 2 Drop
Double Fire Man Off	Outside Fire 3 Drop	Prevent 3 Drop	Double Short	Press Fire Man 1

4-3

Middle Short Press	Middle Dig Sky 2	Base	Middle Fire Press	Base Cover 2
Inside Jumper Sky 1	Dig Press	Inside Sky Man 1	Tight Man 2 Drop	Middle Short Man 1

3-4

Tight Man 2 Drop	Double Short 3 Drop	Base Man 2	Outside Fire 1 Drop	Base Man Off
Double Short Man 1	Press 2 Drop	Double Short Press 1	Middle Sky	Outside Dig Man 1

DIAMOND

Base Cover 3	Inside Fire Sky 2	Base 2 Drop	Inside Fire Press	Safe Cover 2
Middle Dig Soft	Inside Fire Soft	Middle Short	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 2	Man 2	Middle Fire Zone	Base Cover 2
Inside Fire Man 1	Middle Fire Man 1	Match Man	Safe Coverage	Middle Lead Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Jumper
Middle Fire	Strong Fire	Middle Jumper Press	Zone	Middle Fire

SPECIAL

Post Block	Left Post Return	Middle Post Return	Right Post Return	FG Block
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NFL 2K

OAKLAND RAIDERS

BY THE NUMBERS



UNIQUE PLAYS

TRIPS

YAC ROLL RELEASE



THE QUARTERBACK RELEASES THE BALL TO THE RECEIVER WHO IS IN A DEEP SLOT POSITION. THE RECEIVER THEN RELEASES THE BALL TO THE RUNNING BACK WHO IS IN A DEEP SLOT POSITION. THE RUNNING BACK THEN RELEASES THE BALL TO THE RUNNING BACK WHO IS IN A DEEP SLOT POSITION.

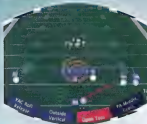
OUTSIDE VERTICAL



THE QUARTERBACK RELEASES THE BALL TO THE RECEIVER WHO IS IN A DEEP SLOT POSITION. THE RECEIVER THEN RELEASES THE BALL TO THE RUNNING BACK WHO IS IN A DEEP SLOT POSITION. THE RUNNING BACK THEN RELEASES THE BALL TO THE RUNNING BACK WHO IS IN A DEEP SLOT POSITION.

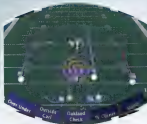
PRO SET

OPEN TOSS



THE QUARTERBACK RELEASES THE BALL TO THE RECEIVER WHO IS IN A DEEP SLOT POSITION. THE RECEIVER THEN RELEASES THE BALL TO THE RUNNING BACK WHO IS IN A DEEP SLOT POSITION. THE RUNNING BACK THEN RELEASES THE BALL TO THE RUNNING BACK WHO IS IN A DEEP SLOT POSITION.

OVER UNDER



THE QUARTERBACK RELEASES THE BALL TO THE RECEIVER WHO IS IN A DEEP SLOT POSITION. THE RECEIVER THEN RELEASES THE BALL TO THE RUNNING BACK WHO IS IN A DEEP SLOT POSITION. THE RUNNING BACK THEN RELEASES THE BALL TO THE RUNNING BACK WHO IS IN A DEEP SLOT POSITION.

OUTSIDE CURL



THIS PLAY FEATURES A QUICK RELEASE FROM THE QUARTERBACK TO THE RECEIVER WHO IS IN A DEEP SLOT POSITION. THE RECEIVER THEN RELEASES THE BALL TO THE RUNNING BACK WHO IS IN A DEEP SLOT POSITION. THE RUNNING BACK THEN RELEASES THE BALL TO THE RUNNING BACK WHO IS IN A DEEP SLOT POSITION.

OAKLAND CHECK



THE QUARTERBACK LOOKS FOR THE RUNNING BACK AND IF HE IS OPEN, HE DROPS A PASS TO HIM. IF HE IS NOT OPEN, HE DROPS A PASS TO THE WIDE RECEIVER.

THUNDER CLEAR



THE QUARTERBACK LOOKS FOR THE RUNNING BACK AND IF HE IS OPEN, HE DROPS A PASS TO HIM. IF HE IS NOT OPEN, HE DROPS A PASS TO THE WIDE RECEIVER.

POSTS



THE QUARTERBACK LOOKS FOR THE RUNNING BACK AND IF HE IS OPEN, HE DROPS A PASS TO HIM. IF HE IS NOT OPEN, HE DROPS A PASS TO THE WIDE RECEIVER.

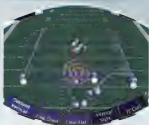
STRONG I

MISDIRECT SWEEP



THE QUARTERBACK LOOKS FOR THE RUNNING BACK AND IF HE IS OPEN, HE DROPS A PASS TO HIM. IF HE IS NOT OPEN, HE DROPS A PASS TO THE WIDE RECEIVER.

OAKLAND VERTICAL

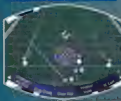


THE QUARTERBACK LOOKS FOR THE RUNNING BACK AND IF HE IS OPEN, HE DROPS A PASS TO HIM. IF HE IS NOT OPEN, HE DROPS A PASS TO THE WIDE RECEIVER.

SEGA™
SPORTS

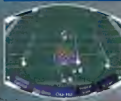
NFL 2K

ZING CROSS



Use this play to stretch the field and create a big play. The crosser will hand off to the receiver who will run downfield. The crosser will also be a threat to the defense. This play is best used when the defense is expecting a run play.

CLEAR FLAT



Use this play to stretch the field and create a big play. The quarterback will hand off to the running back who will run into the flat. This play is best used when the defense is expecting a run play.

ZING STRONG TOSS



Use this play to stretch the field and create a big play. The quarterback will hand off to the running back who will run into the strong side. This play is best used when the defense is expecting a run play.

WEAK ZONE



Use this play to stretch the field and create a big play. The quarterback will hand off to the running back who will run into the weak side. This play is best used when the defense is expecting a run play.

THE PLAYBOOK

OFFENSE

TEMS

Wide Receiver Spread	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
WV Loop	TE Cross	HB Toss Left	Outside Hitch	End Around
WV Roll Release	Outside Vertical	Open Toss	PA Inside Cross	

SPINNY

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Out	Wide Right	Quick Screen
Fly Routes				

L-FORM

Deep Slants	HB Follow	HB Check	Counter	Roll Screen Right
TE Right	TE Vertical	Split Belly	Outs	

PRO SET

TE Blast	Deep Cross	Sweep Right	HB Swing	WB Counter
Line	Quick Outs	G Load	PA Flag	FB Off Corner
Over Under	Outside Curl	Oakland Check	TE Corner	Slants
Blindside Clear	Push	Misdirect Sweep		

SHOTGUN

Inside Corner	Middle Draw	All Struts	G Load Left	Comeback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Load Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitcher	Over Tackle	Split Fade	Inside Seam
Water Comeback				

STRONG I

Step and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Oakland Vertical	Zing Cross	Clear Flat	Vertical Slant	TE Curl
Zing Strong Toss	Weak Zone			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Out	The Bomb	Curl		

PRIMA'S OFFICIAL STRATEGY GUIDE

WEAK

Strong Lead	FB Run	FB Lead Swap	TI Screen	Counter Right
WB Screen	PA Post	RB Run		

AGE

TI Screen	Leather Drop	PA Drop	Boomer's Outside	HQ Option
Sneaky Left	PA TI Drop	QB Leather Left	PA TI Cross	C Lead Right

CLOCK

QB Veto Toss	QB Sprint Ref.			
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1. PUNTS

Field Goal	Field Goal 2nd	Field Point Pass	Field Point Booting	Point
Field Goal Screen Pass	Field Goal Run			

DOWN LINE

FB Run	QB Fade	QB Center Block	Left Screen	FB Drive
Toss Right	QB Booting	TI Run	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Drop	Double Veto Man	Base Man	Outside Fire Man	Off Man 2 Drop
Double Fire Man Off	Outside Fire 3 Drop	Pressure 3 Drop	Double Veto	Press Fire Man 1

4-3

Middle Short Press	Double Drop Sky 3	Base	Outside Fire Press	Base Cover 2
Inside Inset Sky 3	Drop Press	Inside Blitz Man 1	Tight Man 2 Drop	Double Short Man 1

3-4

Tight Man 2 Drop	Double Short 3 Drop	Base Man 2	Outside Fire 3 Drop	Base Man Off
Double Short Man 1	Press 2 Drop	Double Short Press 1	Double Blitz	Outside Long Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Drop	Inside Fire Press	Base Cover 2
Double Drop Soft	Inside Fire Soft	Double Short	Pressure	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Double Veto Zone	Base Cover 2
Inside Fire Man 1	Double Tight Man 1	Blitz Man	Safe Coverage	Double Veto Press

GOAL LINE

Press Fire	Weak Fire	Base	FB Fire Press	Double Inset
Double Tight	Strong Fire	Double Inset Press	Zone	Double Fire

SPECIAL

Pass Block	Left Point Return	Middle Point Return	Right Point Return	FG Block
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NFL 2K

ST. LOUIS RAMS

BY
THE
NUMBERS

Offense

68

Defense

86

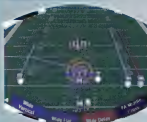
Overall

77

UNIQUE PLAYS

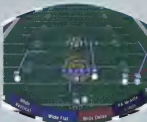
TRIPS

WIDE VERTICAL



THE QUARTERBACK RELEASES THE PASS TO THE WIDE RECEIVER ON THE RIGHT SIDE. THE QUARTERBACK RELEASES THE PASS TO THE WIDE RECEIVER ON THE RIGHT SIDE. THE QUARTERBACK RELEASES THE PASS TO THE WIDE RECEIVER ON THE RIGHT SIDE.

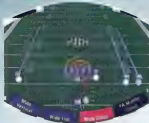
WIDE FLAT



THE QUARTERBACK RELEASES THE PASS TO THE WIDE RECEIVER ON THE RIGHT SIDE. THE QUARTERBACK RELEASES THE PASS TO THE WIDE RECEIVER ON THE RIGHT SIDE. THE QUARTERBACK RELEASES THE PASS TO THE WIDE RECEIVER ON THE RIGHT SIDE.

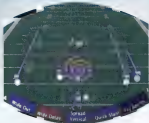
SPREAD

WIDE DELAY



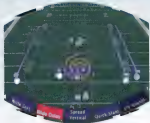
THE QUARTERBACK RELEASES THE PASS TO THE WIDE RECEIVER ON THE RIGHT SIDE. THE QUARTERBACK RELEASES THE PASS TO THE WIDE RECEIVER ON THE RIGHT SIDE. THE QUARTERBACK RELEASES THE PASS TO THE WIDE RECEIVER ON THE RIGHT SIDE.

WIDE-OUT



THE QUARTERBACK RELEASES THE PASS TO THE WIDE RECEIVER ON THE RIGHT SIDE. THE QUARTERBACK RELEASES THE PASS TO THE WIDE RECEIVER ON THE RIGHT SIDE. THE QUARTERBACK RELEASES THE PASS TO THE WIDE RECEIVER ON THE RIGHT SIDE.

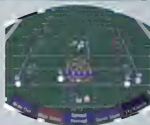
WIDE DELAY



THE QUARTERBACK RELEASES THE PASS TO THE WIDE RECEIVER ON THE RIGHT SIDE. THE QUARTERBACK RELEASES THE PASS TO THE WIDE RECEIVER ON THE RIGHT SIDE. THE QUARTERBACK RELEASES THE PASS TO THE WIDE RECEIVER ON THE RIGHT SIDE.

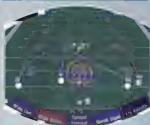
I FORM

SPREAD VERTICAL



THIS FORMATION IS USED TO RUN THE BALL. THE QUARTERBACK IS IN THE CENTER OF THE FORMATION. THE FULLBACK IS IN THE CENTER OF THE FORMATION. THE HALFBACKS ARE ON THE SIDES OF THE FORMATION. THE LINEBACKERS ARE ON THE SIDES OF THE FORMATION. THE DEFENSIVE LINE IS IN THE CENTER OF THE FORMATION.

QUICK SLANT



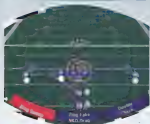
THIS FORMATION IS USED TO RUN THE BALL. THE QUARTERBACK IS IN THE CENTER OF THE FORMATION. THE FULLBACK IS IN THE CENTER OF THE FORMATION. THE HALFBACKS ARE ON THE SIDES OF THE FORMATION. THE LINEBACKERS ARE ON THE SIDES OF THE FORMATION. THE DEFENSIVE LINE IS IN THE CENTER OF THE FORMATION.

CLEAR CROSS



THIS FORMATION IS USED TO RUN THE BALL. THE QUARTERBACK IS IN THE CENTER OF THE FORMATION. THE FULLBACK IS IN THE CENTER OF THE FORMATION. THE HALFBACKS ARE ON THE SIDES OF THE FORMATION. THE LINEBACKERS ARE ON THE SIDES OF THE FORMATION. THE DEFENSIVE LINE IS IN THE CENTER OF THE FORMATION.

ZING SWEEP



THIS FORMATION IS USED TO RUN THE BALL. THE QUARTERBACK IS IN THE CENTER OF THE FORMATION. THE FULLBACK IS IN THE CENTER OF THE FORMATION. THE HALFBACKS ARE ON THE SIDES OF THE FORMATION. THE LINEBACKERS ARE ON THE SIDES OF THE FORMATION. THE DEFENSIVE LINE IS IN THE CENTER OF THE FORMATION.

ZING FAKE WND DRAG



THIS FORMATION IS USED TO RUN THE BALL. THE QUARTERBACK IS IN THE CENTER OF THE FORMATION. THE FULLBACK IS IN THE CENTER OF THE FORMATION. THE HALFBACKS ARE ON THE SIDES OF THE FORMATION. THE LINEBACKERS ARE ON THE SIDES OF THE FORMATION. THE DEFENSIVE LINE IS IN THE CENTER OF THE FORMATION.

STANLEY
Rams

SEGA™
SPORTS

NFL 2K

WEAK 1

DOUBLE CHECK



Double Check is a play that can be used to set up a play action pass. The QB will hand the ball off to the RB, who will then hand it back to the QB. This will allow the QB to throw a pass to one of the WRs.

STRONG HB SCREEN



Strong HB Screen is a play that can be used to set up a play action pass. The QB will hand the ball off to the RB, who will then hand it back to the QB. This will allow the QB to throw a pass to one of the WRs.

RAM TRAP



Ram Trap is a play that can be used to set up a play action pass. The QB will hand the ball off to the RB, who will then hand it back to the QB. This will allow the QB to throw a pass to one of the WRs.

WEAK FLAT



Weak Flat is a play that can be used to set up a play action pass. The QB will hand the ball off to the RB, who will then hand it back to the QB. This will allow the QB to throw a pass to one of the WRs.

THE PLAYBOOK

OFFENSE

TEAMS

QB Shotgun Spread	HB Draw	HB Screen Left	QB Inside Left	Inside Short
QB Drop	TE Cross	HB Toss Left	Quarter Hatch	End Around
Wide Vertical	Wide Flat	Wide Delay	PR Middle Cross	

SP-SHIELD

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	QB Tackle	Deep Out	Wide Right	Quick Screen
Wide Out	Wide Delay	Spread Vertical	Quick Short	Fly Routes

I FORM

Heavy Screen	HB Follow	HB Check	Counter	Roll Screen
Right				
Clear Cross	Pass Right	TE Vertical	Split Bully	Outs
Zip Sweep	Zip Fake HSD Drop	Double Check		

PRO SET

PR Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Blaze	Quick Out	G Lead	PR Flay	PR Off Center
TE Corner	Shuts			

SHOTGUN

Inside Corner	Middle Throw	QB Stretch	G Lead Left	Cornerback
TE Out	Shunt and Go	Outside Flay		

PRO-SLOT

Inside Zone	Inside Curl	PR Lead Run	Deep Out	PR Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Pass	Inside Screen
Near Cornerback				

STRONG I

Shunt and Go	Middle Screen	HB Kick	PR Screen	PR Outlets
Vertical Shunt	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Out	The Bomb	Curl		

PRIMA'S OFFICIAL STRATEGY GUIDE

WEAR 1

Strong Lead	FB Flar	FB Lead Sweep	T1 Screen	Linebacker Right
Strong HB Screen	Weak Trap	WB Screen	PA Pass	Kicker
Weak Flar				

ACE

T1 Screen	Center Down	PA Dig	Reverse Outside	QB Center
Sweep Left	PA T1 Drop	QB Center Left	PA T1 Screen	QB Center Right

CLOCK

QB Tackles	QB Tackles
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SPECIAL

Field Goal	Field Goal Pass	Field Goal Pass	Field Goal Blocking	Pass
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trap	QB Pick	HB Center Block	Left Tackle	QB Drive
QB Right	QB Blocking	T1 Flar	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Screen Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 1 Deep	Press 3 Deep	Double Screen	Press Fire Man 1

4-3

Middle Screen Pass	Middle Dog Play 3	Base	Middle Line Press	Base Cover 2
Inside Kick Man 3	Dog Press	Inside Kick Man 1	Tight Man 2 Deep	Middle Screen Man 1

3-4

Tight Man 2 Deep	Double Screen 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Screen Man 1	Press 2 Deep	Double Screen Press 1	Middle Kick	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Man 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Soft	Inside Fire Soft	Middle Screen	Press	Inside Fire

NICKEL

Cover 2	Inside Fire Man 3	Man 2	Middle Fire Zone	Base Cover 2
Inside Fire Man 1	Middle Fire Man 1	Run Man	Safe Coverage	Middle Fire Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Kick
Middle Kick	Strong Fire	Middle Kick Press	Zone	Middle Fire

SPECIAL

Pass Block	Left Pass Block	Middle Pass Block	Right Pass Block	HG Block
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NFL 2K

BALTIMORE RAVENS

BY
THE
NUMBERS

Offense

65

Defense

77

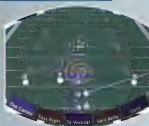
Overall

72

UNIQUE PLAYS

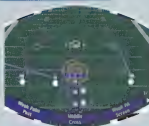
I FORM

OUT CORNER



Use this play to attack the defense's secondary. The running back will run the ball to the corner of the end zone, and the wide receiver will catch the ball. This play is effective against defenses that are weak in the secondary.

WEAK FAKE POST



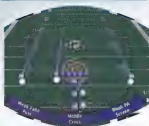
Use this play to attack the defense's secondary. The running back will run the ball to the post position, and the wide receiver will catch the ball. This play is effective against defenses that are weak in the secondary.

MIDDLE CROSS



Use this play to attack the defense's secondary. The running back will run the ball to the middle of the field, and the wide receiver will catch the ball. This play is effective against defenses that are weak in the secondary.

WEAK PA SCREEN



Use this play to attack the defense's secondary. The running back will run the ball to the post position, and the wide receiver will catch the ball. This play is effective against defenses that are weak in the secondary.

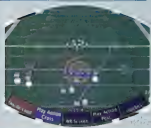
WEAK I

INSIDE LEAD



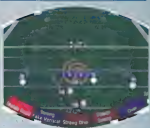
Use this play to attack the defense's secondary. The running back will run the ball to the post position, and the wide receiver will catch the ball. This play is effective against defenses that are weak in the secondary.

PA CROSS



ON THIS PLAY, A DEFENDER IS POSITIONED TO TACKLE THE CROSSER. THE CROSSER IS IN A THREE-POINT STANCE, READY TO TACKLE THE CROSSER. THE CROSSER IS IN A THREE-POINT STANCE, READY TO TACKLE THE CROSSER. THE CROSSER IS IN A THREE-POINT STANCE, READY TO TACKLE THE CROSSER.

INSIDE READ



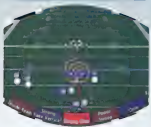
THIS PLAY IS AN INSIDE READ. THE CROSSER IS IN A THREE-POINT STANCE, READY TO TACKLE THE CROSSER. THE CROSSER IS IN A THREE-POINT STANCE, READY TO TACKLE THE CROSSER. THE CROSSER IS IN A THREE-POINT STANCE, READY TO TACKLE THE CROSSER.

STRONG FAKE VERTICAL



ON THIS PLAY, A DEFENDER IS POSITIONED TO TACKLE THE CROSSER. THE CROSSER IS IN A THREE-POINT STANCE, READY TO TACKLE THE CROSSER. THE CROSSER IS IN A THREE-POINT STANCE, READY TO TACKLE THE CROSSER. THE CROSSER IS IN A THREE-POINT STANCE, READY TO TACKLE THE CROSSER.

STRONG DIVE



ON THIS PLAY, A DEFENDER IS POSITIONED TO TACKLE THE CROSSER. THE CROSSER IS IN A THREE-POINT STANCE, READY TO TACKLE THE CROSSER. THE CROSSER IS IN A THREE-POINT STANCE, READY TO TACKLE THE CROSSER. THE CROSSER IS IN A THREE-POINT STANCE, READY TO TACKLE THE CROSSER.

POWER SWEEP



ON THIS PLAY, A DEFENDER IS POSITIONED TO TACKLE THE CROSSER. THE CROSSER IS IN A THREE-POINT STANCE, READY TO TACKLE THE CROSSER. THE CROSSER IS IN A THREE-POINT STANCE, READY TO TACKLE THE CROSSER. THE CROSSER IS IN A THREE-POINT STANCE, READY TO TACKLE THE CROSSER.



SEGA™
SPORTS

NFL 2K

OVER

ISOLATION



With this strategy, a running back will receive the ball and will be able to run the ball down the field. This strategy is best used when the defense is weak in the middle of the field.

With this strategy, a running back will receive the ball and will be able to run the ball down the field. This strategy is best used when the defense is weak in the middle of the field.

THE PLAYBOOK

OFFENSE

PUPS

FB Subline Sprint	HB Draw	HB Screen Left	QB Tackle Left	Inside Short
HB Trap	TE Cross	HB Toss Left	Outside Kick	End Around
FB Middle Cross				

SPRINT

HB Screen	Middle Delay	Cross Middle	Push Left	
Inside Post	QB Tackle	Deep Out	Wide Right	Quick Screen
FB Routes				

I FORM

Deep Screen	HB Follow	HB Check	Counter	Roll Screen Right
Out Corner	Toss Right	TE Horizontal	Split Belly	Outs
Weak Fake Post	Middle Cross	Weak PA Screen		

PRO SET

FB Block	Deep Cross	Swamp Right	HB Sweep	HB Center
Throw	Quick Outs	G Land	PA Flag	FB Off Center
TE Corner	Shots			

SHOTGUN

Inside Center	Middle Drive	All Struck	G Land Left	Comback
TE Out	Short and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Center	Quick Kicks	Over Tackle	Split Pass	Inside Screen
Weak Cornback				

STRONG I

Short and Go	Middle Screen	HB Get	FB Screen	FB Outside
Partial Short	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Out	Thru Bomb	Curl		

PRIMA'S OFFICIAL STRATEGY GUIDE

MEAT

Strong Left	PD Run	PD Guard Setup	PD Screen	Counter Right
Weak Left	PD Cross	WZ Screen	PD Push	Hitless
Weak Right	Strong Push Forward	Strong Dive	Passive Setup	Dive
Neutral				

1-2-3

PD Screen	Counter Drive	PD Dig	Balance Outside	MS Counter
Strong Left	PD Dig	PD Counter Left	PD 1/2 Cross	6' Guard Right

1-2-3-4

OD Push Run	OD Push Ball
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1-2-3-4-5

Field Goal	Field Goal Pass	Field Goal Pass	Field Goal Setup	Pass
Field Goal Screen Pass	Field Goal Run			

1-2-3-4-5-6

PD Dig	Quick Push	MS Counter Drive	Left Screen	MS Dive
Pass Right	OD Blocking	PD Run	PD Dive	

DEFENSE

NICKEL ODD

Pass 1 Dig	Double Short Man 1	Area Man	Outside Pass Man 1	OD Man 2 Dig
Double Pass Man OD	Outside Pass 1 Dig	Passant 1 Dig	Outside Screen	Pass Pass Man 1

4-3

Middle Short Pass	Middle Dig Sky 2	Base	Middle Pass Press	Base Cover 2
Inside Short Sky 1	Dig Press	Inside 6/8 Man 1	Tight Man 2 Dig	Middle Short Man

3-4

Tight Man 2 Dig	Double Short 3 Dig	Base Man 1	Outside Pass 1 Dig	Base Man OD
Double Short Man 1	Pass 2 Dig	Double Short Pass 1	Middle Dig	Outside Dig Man 1

GOAL LINE

Base Cover 1	Inside Pass Sky 1	Base 2 Dig	Outside Pass Press	Tight Cover 2
Middle Dig Sub	Inside Pass Sub	Middle Screen	Passant	Inside Pass

NICKEL

Cover 2	Inside Pass Sky 1	Man 2	Middle Tight Zone	Base Cover 2
Inside Pass Man 1	Middle Tight Man 1	Manchase Man	Safe Coverage	Middle Tight Press

GOAL LINE

Press Pass	Weak Pass	Base	OD Pass Press	Middle Screen
Middle Press	Strong Pass	Middle Inside Press	Zone	Middle Pass

SPECIAL

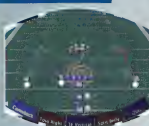
Field Goal	Left Hand Return	Middle Pass Return	Right Pass Return	TD Block
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UNIQUE PLAYS

BY THE NUMBERS

Overall  79

FORM COMEBACK



Shelley's *Frankenstein* is a story of a young man, Victor Frankenstein, who creates a monster in his laboratory. He is a brilliant scientist who is obsessed with the idea of creating life. He uses a variety of scientific methods to create the monster, including the use of electricity and chemistry. The monster is a creature of pure evil, and he is the cause of the deaths of Victor's family and friends. The story is a warning about the dangers of unchecked scientific progress.

YAC PUMP VERTICAL



1. The first step is to identify the problem. In this case, the problem is that the system is not working properly.

YAC POST

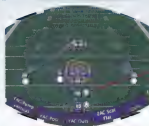
[illegible]

YAC OUTS



THE YOUNG MAN WHO WAS THE
 FIRST TO BE SEEN IN THE
 STREET AND THE FIRST TO BE
 SEEN IN THE STREET
 THE YOUNG MAN WHO WAS THE
 FIRST TO BE SEEN IN THE
 STREET AND THE FIRST TO BE
 SEEN IN THE STREET

ZAC SCAT FLAT



THE PRIMARY PURPOSE OF THE TRAINING
INTERVIEW IS TO IDENTIFY THE CANDIDATE WHO
POSSIBLES THE BEST QUALIFICATIONS FOR THE
JOB AND THE BEST FIT FOR THE ORGANIZATION.
AND BECAUSE THE INTERVIEW IS THE ONLY
YOU CAN DO IS YOU CAN HAVE AN INTERVIEW.

SEGA™
SPORTS

NFL 2K

ACE

STRONG TRAP



THE PULLING GUARD PROVIDES YOU WITH THE BLOCKING YOU NEED TO GET GOOD YARDAGE ON THIS PLAY. IF THE WIDE-OUT CAN HOLD HIS BLOCK, THE HALFBACK CAN GET UPFIELD IN A HURRY.

PUMP VERTICAL



WAIT FOR THE PRIMARY RECEIVER TO CUT BACK UPFIELD BEFORE PASSING HIM THE BALL. LEAD HIM DEEP (ANALOG STICK UP) TO COMPLETE THIS BIG PASS PLAY.

THUNDER OUT



THE PRIMARY RECEIVER RUNS A DEEP OUT PATTERN ON THIS PLAY. WAIT FOR HIM TO CUT TO THE SIDELINE, THEN DELIVER THE BALL. IF THE RECEIVER IS IN TIGHT COVERAGE, UNDERTHROW HIM (ANALOG STICK DOWN) TO COMPLETE THE PASS.

SCAT FLAT



HIT THE TIGHT END AS HE RUNS TO THE SIDELINE ON THIS PLAY. LEAD HIM (ANALOG STICK RIGHT) TO HIT HIM IN STRIDE. ONCE THE TIGHT END CATCHES THE BALL, TURN UPFIELD AND RUN AS FAST AS YOU CAN.

THE PLAYBOOK

OFFENSE

TRAPS

Outside Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Screen
Line Trap	TE Lines	HB Toss Left	Outside Kick	End Around
HB Middle Cross				

WIDE OUT

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Out	Wide Right	Quick Screen
HB Routes				

FB PLAYS

Deep Screen	HB Follow	HB Check	Corner	Roll Screen Right
Offload	TE Right	TE Vertical	Split Belly	Outs
HB Pump Vertical	WAC Post	WAC Outs	ZAC Scat Flat	Outs
HB Flat				

PRO SET

HB Blow	Deep Cross	Sweep Right	HB Sweep	HB Corner
Draw	Quick Outs	G Lead	PA Flag	FB Off Corner
TE Corner	Screen			

SHOTGUN

Inside Corner	Middle Draw	All Sneak	G Lead Left	Cornerback
TE Out	Screen and Go	Outside Flag		

PRO SLOTT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Widths	Over Tackle	Split Fade	Inside Screen
Next Creelback				

STRONG I

Stop and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blot	Deep Post	HB Delay	Screen
Inside Out	The Bomb	Curl		

PRIMA'S OFFICIAL STRATEGY GUIDE

WZB 1

Strong Lead	FD Flat	FD Lead Seven	FD Seven	Center Eight
Inside Band	Double Check	WD Seven	FD Post	WZB Five
Mobile Lead	Strong Loop			

ACT

FD Seven	Center Drive	FD One	Seven Outside	WD Outside
Seven Left	FD 75 Setup	NE Center Left	FD 75 Seven	6 Hand Back
Power Workup	Thunder Out	WZB Five		

1100X

OD New Cue	OD Smoke Ball
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SPECIAL

Front Guard	Field Goal Pass	Field Post Pass	Field Post Blocking	Post
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FD Two	Quick Inlet	WD Center Man	Left Screen	FD One
Box Right	OD Blocking	FD Flat	FD Lead	

DEFENSE

NICKEL ODD

Press 2 Down	Double Shot Man 1	Base Man	Outside Free Man 1	Off Man 2 Down
Double Free Man Off	Outside Free 3 Drop	Prevent 3 Drop	Double Shot	Press Free Man 1

4-3

Mobile Short Press	Mobile Dog Six 2	Base	Mobile Free Press	Base Cover 2
Inside Joker Six 2	Base Press	Inside Base Man 1	Triple Man 2 Drop	Mobile Short Man 1

3-4

Triple Man 2 Down	Double Shot 3 Drop	Base Man 2	Outside Free 1 Drop	Base Man Off
Double Shot Man 1	Press 2 Drop	Double Shot Post 1	Mobile Man	Outside Dog Man 1

DIME

Base Cover 3	Inside Free Six 3	Base 2 Drop	Inside Free Press	Safe Cover 2
Mobile Dog Soft	Inside Free Soft	Mobile Shot	Prevent	Inside Free

NICKEL

Cover 2	Inside Free Six 3	Man 2	Mobile Free Zone	Base Cover 2
Inside Free Man 1	Mobile Free Man 1	Stretch Man	Safe Coverage	Mobile Free Press

GOAL LINE

Press Free	Block Free	Base	All Free Press	Mobile Joker
Mobile Tack	Strong Free	Mobile Joker Press	Zone	Mobile Free

SPECIAL

Pass Work	Left Pass Return	Mobile Pass Return	Right Pass Return	FD Block
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NFL 2K

NEW ORLEANS SAINTS

BY
THE
NUMBERS

Offense

67

Defense

74

Overall

71

UNIQUE PLAYS

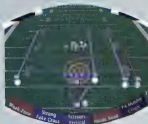
TRIPS

WEAK ZONE



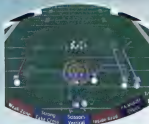
THE AREA IN FRONT OF THE OFFENSE IS THE WEAK ZONE. THE OFFENSE CAN USE THIS AREA TO RUN THE BALL. THE DEFENSE CAN USE THIS AREA TO STOP THE OFFENSE. THE OFFENSE CAN USE THIS AREA TO RUN THE BALL. THE DEFENSE CAN USE THIS AREA TO STOP THE OFFENSE.

STRONG FAKE CROSS



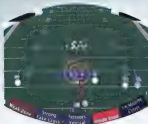
THE STRONG FAKE CROSS IS A PLAY WHERE THE OFFENSE RUNS THE BALL TO THE STRONG SIDE OF THE FIELD. THE DEFENSE CAN USE THIS AREA TO STOP THE OFFENSE. THE OFFENSE CAN USE THIS AREA TO RUN THE BALL. THE DEFENSE CAN USE THIS AREA TO STOP THE OFFENSE.

SCISSORS VERTICAL



THE SCISSORS VERTICAL IS A PLAY WHERE THE OFFENSE RUNS THE BALL TO THE STRONG SIDE OF THE FIELD. THE DEFENSE CAN USE THIS AREA TO STOP THE OFFENSE. THE OFFENSE CAN USE THIS AREA TO RUN THE BALL. THE DEFENSE CAN USE THIS AREA TO STOP THE OFFENSE.

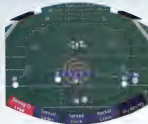
INSIDE READ



THE INSIDE READ IS A PLAY WHERE THE OFFENSE RUNS THE BALL TO THE STRONG SIDE OF THE FIELD. THE DEFENSE CAN USE THIS AREA TO STOP THE OFFENSE. THE OFFENSE CAN USE THIS AREA TO RUN THE BALL. THE DEFENSE CAN USE THIS AREA TO STOP THE OFFENSE.

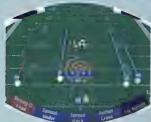
SPREAD

STRONG O LEAD



THE STRONG O LEAD IS A PLAY WHERE THE OFFENSE RUNS THE BALL TO THE STRONG SIDE OF THE FIELD. THE DEFENSE CAN USE THIS AREA TO STOP THE OFFENSE. THE OFFENSE CAN USE THIS AREA TO RUN THE BALL. THE DEFENSE CAN USE THIS AREA TO STOP THE OFFENSE.

SPREAD UNDER



The Spread Under play is a play that is used to move the ball down the field. It is a play that is used to move the ball down the field. It is a play that is used to move the ball down the field. It is a play that is used to move the ball down the field.

SPREAD HITCH



The Spread Hitch play is a play that is used to move the ball down the field. It is a play that is used to move the ball down the field. It is a play that is used to move the ball down the field. It is a play that is used to move the ball down the field.

ROCKET CROSS



The Rocket Cross play is a play that is used to move the ball down the field. It is a play that is used to move the ball down the field. It is a play that is used to move the ball down the field. It is a play that is used to move the ball down the field.

STRONG I

FB MISDIRECT



The Strong I FB Misdirect play is a play that is used to move the ball down the field. It is a play that is used to move the ball down the field. It is a play that is used to move the ball down the field. It is a play that is used to move the ball down the field.

WEAK I

OUTSIDE READ



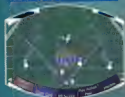
The Weak I Outside Read play is a play that is used to move the ball down the field. It is a play that is used to move the ball down the field. It is a play that is used to move the ball down the field. It is a play that is used to move the ball down the field.

SAINTS

SEGA™
SPORTS

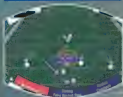
NFL 2K

CLEAR CURL



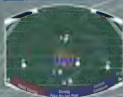
THE TIGHT END RUNS 5 YARDS UPFIELD, THEN TURNS AROUND TO THE QB ON THIS PASS PLAY. THE OTHER RECEIVERS SHOULD CLEAR MOST OF THE DEFENDERS AWAY FROM THE MIDDLE OF THE FIELD SO THE TIGHT END SHOULD BE OPEN.

WEAK SWEEP



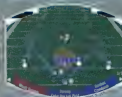
THIS SWEEP PLAY RUNS TO THE WEAK SIDE OF THE LINE. ONLY A PULLING GUARD AND THE FULLBACK BLOCK FOR YOU ON THIS RUNNING PLAY.

STRONG FAKE ROCKET POST



THIS PLAY FEATURES A FAKE HANDOFF, A MEDIUM-RANGE CROSSING PATTERN, AND A DEEP POST PATTERN. THE PRIMARY RECEIVER IS RUNNING THE POST PATTERN, AND YOU SHOULD WAIT TO THROW THE BALL UNTIL HE HAS MADE THE CUT TOWARD THE MIDDLE OF THE FIELD.

ROCKET COMEBACK



THE PRIMARY RECEIVER RUNS A QUICK COMEBACK ROUTE ON THE RIGHT SIDE OF THE FIELD. WAIT FOR HIM TO TURN BACK TO THE QB AND GET THE BALL TO HIM. UNDERTHROW HIM (ANALOG STICK DOWN) TO COMPLETE THIS PLAY.

THE PLAYBOOK

OFFENSE

TRAP

HB Sideline Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
HB Trap	TE Cross	HB Toss Left	Outside Hitch	End Around
Weak Zone	Strong Fake Cross	Scissors Vertical	Inside Read	PA Middle Cross

SPREAD

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Strong O Lead	Spread Under	Spread Hitch	Rocket Cross	Fly Routes

TECROW

Deep Slants	HB Follow	HB Check	Counter	Roll Screen Right
Toss Right	TE Vertical	Split Belly	Outs	

PRO SET

FB Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Flare	Quick Outs	G Lead	PA Flag	FB Off Center
TE Corner	Slants			

SHOTGUN

Inside Corner	Middle Draw	All Strake	G Lead Left	Comeback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Seam
Weak Comeback				

STRONG I

Slant and Go	Middle Screen	HB Get	FB Screen	FB Outside
FB Misdirect	Vertical Slant	TE Curl		

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screens
Inside Outs	The Bomb	Curls		

WEAK I

Strong Lead	FB Flat	FB Lead Sweep	TE Screen	Counter Right
Outside Read	Clear Curl	WB Screen	PA Post	Hitches
Weak Sweep	Strong Fake Rocket Post	Rocket Comeback		

PRIMA'S OFFICIAL STRATEGY GUIDE

JO

TE Screen	Center Drive	PA Dg	Banner Outside	NE Option
Swamp Left	PA TE Dmg	NE Counter Left	PA TE Cross	G Land Right

GOAL

QB Tackle Near	QB Spike Ball
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FIELD

Field Goal	Field Goal Pass	Field Goal Pass	Field Goal Boasting	Punt
Field Goal Screen Pass	Field Goal Run			

5-3-3-1

FB Trap	Quick Fails	NE Counter Start	Left Screen	FB Dive
TEs Right	QB Boasting	TE Play	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Short Men 1	Base Man	Outside Fire Man 1	OH Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Short	Press Fire Man 1

4-3

Middle Short Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Jumper Sky 3	Dog Press	Inside Blitz Man 1	Right Man 3 Deep	Middle Short Man 1

4-4

Tight Man 2 Deep	Double Short 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Short Man 1	Press 2 Deep	Double Short Press 1	Middle Blitz	Outside Dog Man 1

OLIVE

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Soft Cover 2
Middle Dog Soft	Inside Fire Soft	Middle Short	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3, Man 2	Middle Tight Zone	Base Cover 2
Inside Fire Man 1	Middle Tight Man 1	Wildcat Man	Soft Coverage, Middle Tight Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Jumper
Middle Tight	Strong Fire	Middle Jumper Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block
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NFL 2K

SEATTLE SEAHAWKS

BY THE NUMBERS

Offense **67**

Defense **92**

Overall **79**

UNIQUE PLAYS

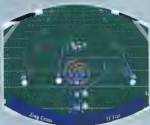
I FORM

GO VERTICAL



IN THE GO VERTICAL PLAY, THE QB WILL PASS TO THE REAR END OF THE LINE. BY PASSING TO THE REAR END, THE QB WILL BE ABLE TO PASS TO THE REAR END OF THE LINE. THE QB WILL BE ABLE TO PASS TO THE REAR END OF THE LINE.

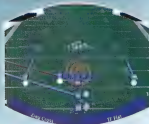
ZING CROSS



THE ZING CROSS PLAY IS A CROSS PLAY. THE QB WILL PASS TO THE REAR END OF THE LINE. THE QB WILL BE ABLE TO PASS TO THE REAR END OF THE LINE. THE QB WILL BE ABLE TO PASS TO THE REAR END OF THE LINE.

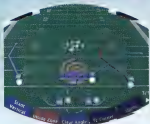
PRO SET

TE FLAT



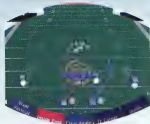
THE TE FLAT PLAY IS A FLAT PLAY. THE QB WILL PASS TO THE REAR END OF THE LINE. THE QB WILL BE ABLE TO PASS TO THE REAR END OF THE LINE. THE QB WILL BE ABLE TO PASS TO THE REAR END OF THE LINE.

SLANT VERTICAL



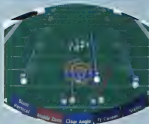
THE SLANT VERTICAL PLAY IS A SLANT VERTICAL PLAY. THE QB WILL PASS TO THE REAR END OF THE LINE. THE QB WILL BE ABLE TO PASS TO THE REAR END OF THE LINE. THE QB WILL BE ABLE TO PASS TO THE REAR END OF THE LINE.

INSIDE ZONE



THIS RUN UP THE QTR IS A RUN UP THE QTR. THE QB WILL PASS TO THE REAR END OF THE LINE. THE QB WILL BE ABLE TO PASS TO THE REAR END OF THE LINE. THE QB WILL BE ABLE TO PASS TO THE REAR END OF THE LINE.

CLEAR ANGLE



THIS SHORT PASS PLAY TO THE FULLBACK WORKS WHEN YOU ONLY NEED A COUPLE OF YARDS FOR THE FIRST DOWN. GET THE BALL TO THE FULLBACK HE MAKES HIS CUT BACK ACROSS THE AND LEAD HIM (ANALOG STICK UP AND TO FOR THE BIG COMPLETION.

SEAM



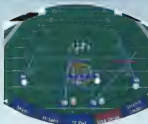
WHY THIS SEAM PLAY WORKS IS BECAUSE THE RUSHERS WANT HIM TO PASS. THEN DELIVER THE BALL DEEP (ANALOG STICK IF THE TIGHT END CAN BREAK THE FIRST TACKLER HE'LL BE ABLE TO PICK UP A LOT OF YARDAGE.

TE SPLIT



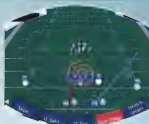
THE TIGHT END SPLIT BEHIND THE LINE OF SCRIMMAGE AND DELIVER THE BALL DEEP (ANALOG STICK IF THE TIGHT END CAN BREAK THE FIRST TACKLER HE'LL BE ABLE TO PICK UP A LOT OF YARDAGE.

TE OUT



WHEN THE TIGHT END SPLIT BEHIND THE LINE OF SCRIMMAGE AND DELIVER THE BALL DEEP (ANALOG STICK IF THE TIGHT END CAN BREAK THE FIRST TACKLER HE'LL BE ABLE TO PICK UP A LOT OF YARDAGE.

STUN DELAY



THE HOLE OPENS UP BETWEEN THE TACKLE AND THE TIGHT END. DELIVER THE BALL DEEP (ANALOG STICK IF THE TIGHT END CAN BREAK THE FIRST TACKLER HE'LL BE ABLE TO PICK UP A LOT OF YARDAGE.

Seahawks

SEGA™
SPORTS

NFL 2K

STRETCH UNDER



SPLIT RIGHT FLOOD



THE OFFENSE STRETCHES OUT TO BLOCK THE DEFENSE. THE QUARTERBACK STAYS UNDER CENTER. THE RUNNING BACKS MOVE TO THE OUTSIDE. THE PASSING BACKS MOVE TO THE INSIDE. THE DEFENSE MUST BE READY TO STOP THE RUN OR THE PASS.

THE OFFENSE SPLIT TO THE RIGHT TO BLOCK THE DEFENSE. THE QUARTERBACK STAYS UNDER CENTER. THE RUNNING BACKS MOVE TO THE OUTSIDE. THE PASSING BACKS MOVE TO THE INSIDE. THE DEFENSE MUST BE READY TO STOP THE RUN OR THE PASS.

THE PLAYBOOK

OFFENSE

PRO

W/Sideline Sprint	HB Draw	HB Screen Left	OH Tackle Left	Inside Slant
HB Trap	TE Cross	HB Toss Left	Outside Kick	End Around
HB Middle Cross				

SPRING

Outside Post	HB Screen	Middle Delay	Cross Middle	Pinch Left
Inside Post	OH Tackle	Deep Out	Wide Right	Quick Screen
HB Routes				

1-2-3

Deep Slant	HB Follow	HB Chuck	Counter	Roll Screen Right
HB Vertical	Toss Right	TE Vertical	Split Belly	Out
HB Cross	TE Flat			

PRO SET

FB Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Draw	Quick Out	G Lead	PA Flag	FB Off Center
Wide Vertical	Inside Zone	Clear Angle	TE Corner	Slants
Screen	TE Split	TE Out	Sun Delay	Stretch Under
Split Right Flood				

SHOTGUN

Inside Corner	Middle Draw	All Slant	G Lead Left	Cornerback
TE Out	Slant and Go	Outside Flap		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitch	Over Inside	Split Fade	Inside Seam
Near Linebacker				

STRONG I

Slap and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Out	Tim Bomb	Curl		

WEAK I

Strong Lead	FB Flat	FB Lead Sweep	TE Screen	Counter Right
WR Screen	PA Post	Hitches		

PRIMA'S OFFICIAL STRATEGY GUIDE

ACE

TE Seam	Center Drive	PA Dig	Recurve Outside	HB Option
Seam Left	PA TE Dig	HB Counter Left	PA TE Cross	G Land Right

EDDY

OD Take Knew	OB Spike Ball
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SPRING

Field Goal	Field Goal Pass	Fake Punt Pass	Fake Punt Heading	Punt
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Kick	Quick Folds	HB Center Blast	Left Screen	FB Drive
Seal Right	QB Bounding	TE Flut	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

1-2

Middle Short Press	Middle Dog Sky 2	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Short Man 1

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Left	Inside Fire Left	Middle Short	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3 Man 2	Middle Tight Zone	Base Cover 2	
Inside Fire Man 1	Middle Tight Man 1	Matchup Man	Safe Coverage	Middle Tight Press

GOAL LINE

Press Fire	Block Fire	Seal	All Fire Press	Middle Joker
Middle Tight	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block
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NFL 2K

PITTSBURGH STEELERS

BY
THE
NUMBERS

Offense

67

Defense

91

Overall

78

SHOTGUN

QB DRAW



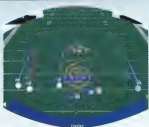
It's called the QB Draw. A great play to use in the shotgun. The QB is in the center, flanked by two running backs. The play is designed to draw the defense's attention to the QB, creating a running lane.

CRACK TOSS



The Crack Toss is a great play to use in the shotgun. The QB is in the center, flanked by two running backs. The play is designed to crack the defense's line, creating a running lane.

UNDER

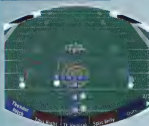


Under the line is a great play to use in the shotgun. The QB is in the center, flanked by two running backs. The play is designed to run the ball under the defense's line, creating a running lane.

UNIQUE PLAYS

I FORM

THUNDER HITCH



It's called the Thunder Hitch. A great play to use in the shotgun. The QB is in the center, flanked by two running backs. The play is designed to hitch the ball to the running backs, creating a running lane.

ZING DIVE



It's called the Zing Dive. A great play to use in the shotgun. The QB is in the center, flanked by two running backs. The play is designed to dive the ball to the running backs, creating a running lane.

PRIMA'S OFFICIAL STRATEGY GUIDE

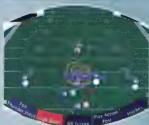
WEAK 1

FOX THUNDER HITCH



IF THE DEFENSE'S LINE BACKERS AREN'T TIGHT TO THE HALFBACK, A HITCH OFF THE LEFT LINE, BEHIND THE SIDE ATTACK, WILL BE THE BEST CHOICE. IF THE DEFENSE'S LINE BACKERS ARE TIGHT TO THE HALFBACK, A HITCH OFF THE RIGHT LINE WILL BE THE BEST CHOICE.

FOX DIVE



THE HALFBACK HAS A TON OF BLOCKERS ON THIS RUN PLAY OFF THE RIGHT SIDE OF THE LINE. FOLLOW YOUR BLOCKERS AND GET UPFIELD. IF THE HOLE ISN'T INSIDE, TAKE IT ALL THE WAY OUTSIDE OF THE TIGHT END. THE BLOCK BY THE WIDE RECEIVER IS KEY. IF THE HALFBACK CAN GET PAST THE CORNERBACK YOU CAN GET A LOT OF YARDAGE ON THIS RUNNING PLAY.

STRONG DIVE



THE HALFBACK'S MAIN JOB IS TO GET PAST THE CORNERBACK. IF THE CORNERBACK IS TIGHT TO THE HALFBACK, A HITCH OFF THE LEFT LINE WILL BE THE BEST CHOICE. IF THE CORNERBACK IS NOT TIGHT TO THE HALFBACK, A HITCH OFF THE RIGHT LINE WILL BE THE BEST CHOICE.

ZAC UNDER



WHEN THE DEFENSE'S LINE BACKERS AREN'T TIGHT TO THE HALFBACK, A HITCH OFF THE LEFT LINE, BEHIND THE SIDE ATTACK, WILL BE THE BEST CHOICE. IF THE DEFENSE'S LINE BACKERS ARE TIGHT TO THE HALFBACK, A HITCH OFF THE RIGHT LINE WILL BE THE BEST CHOICE.

ZING WEAK LEAD



RUN BETWEEN THE BLOCKS THROWN BY THE TACKLE AND THE FULLBACK ON THIS RUNNING PLAY. GET UPFIELD QUICKLY TO GAIN MORE THAN A COUPLE OF YARDS.

SEGA™
SPORTS

NFL 2K

OPEN FAKE FLAT



SWEEP



OPEN FAKE FLAT
This play is designed to be a quick, easy-to-run play. The quarterback will look to the right, and the running back will take the handoff. The wide receiver will run a simple out route, and the tight end will block the defensive end. This play is designed to be a quick, easy-to-run play.

SWEEP
This play is designed to be a quick, easy-to-run play. The quarterback will look to the left, and the running back will take the handoff. The wide receiver will run a simple out route, and the tight end will block the defensive end. This play is designed to be a quick, easy-to-run play.

THE PLAYBOOK

OFFENSE

TRIPS

WR Sideline Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
WR Trap	TE Cross	HB Toss Left	Outside Hitch	End Around
WR Middle Cross				

SPY

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Play Routes				

I-FORM

Deep Slants	HB Follow	HB Check	Counter	Roll Screen Right
Thunder Hitch	Toss Right	TE Vertical	Split Belly	Outs
Zing Dive				

PRO SET

FB Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Jazz	Quick Outs	G Lined	PA Flag	FB Off Center
TE Corner	Slants			

SHOTGUN

Inside Corner	Middle Draw	AB Streak	G Lead Left	Comeback
QB Draw	Crack Toss	TE Out	Slant and Go	Outside Flag
Under				

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Soam
Near Comeback				

STRONG I

Stop and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Outs	The Bomb	Curls		

WEAK I

Swing Lead	FB Flat	FB Lead Sweep	TE Screen	Counter Right
Fox Thumper Hitch	Fox Dive	WB Screen	PA Post	Hitches
Strong Dive	ZAC Overlap	Zing Weak Lead	Open Fake Flat	Sweep

PRIMA'S OFFICIAL STRATEGY GUIDE

OFF

TE Screen	Center Draw	PA Dig	Bounce Outside	HB Option
Sweep Left	PA TE Draw	HD Counter Left	PA TE Cross	G Load Right

LINE

QB Take Knee	QB Spike Ball
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BACKFIELD

Field Goal	Field Goal Pass	Fake Punt Pass	Fake Punt Booting	Press
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trap	Quick Fade	HB Center Block	Left Screen	FB Drive
FB Right	QB Booting	TE Flip	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	OH Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

1-3

Middle Shoot Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Shoot Man 1

2-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Outside Shoot Press 1	Middle Blitz	Outside Dog Man 1

3-WAY

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Soft	Inside Fire Soft	Middle Shoot	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Tuck Zone	Base Cover 2
Inside Fire Man 1	Middle Tuck Man 1	Hatchet Man	Safe Coverage	Middle Base Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Tuck	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block
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NFL 2K

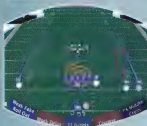
TENNESSEE TITANS

BY
THE
NUMBERSOffense ▶ **74** ▶Defense ▶ **88** ▶Overall ▶ **84** ▶

UNIQUE PLAYS

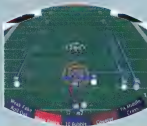
TRIPS

WEAK FAKE ROLL OUT



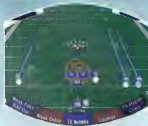
THE QB FAKES A HANDOFF TO THE RB AND THEN ROLLS OUT TO THE RIGHT SIDE OF THE FIELD. THE RB MUST BE IN A POSITION TO CATCH THE PASS. THE QB MUST BE IN A POSITION TO THROW THE PASS. THE RB MUST BE IN A POSITION TO CATCH THE PASS. THE QB MUST BE IN A POSITION TO THROW THE PASS.

WEAK DELAY



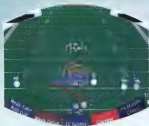
THE QB DELAYS THE SNAP AND THEN THROWS THE BALL TO THE RIGHT SIDE OF THE FIELD. THE RB MUST BE IN A POSITION TO CATCH THE PASS. THE QB MUST BE IN A POSITION TO THROW THE PASS. THE RB MUST BE IN A POSITION TO CATCH THE PASS. THE QB MUST BE IN A POSITION TO THROW THE PASS.

TE BUBBLE

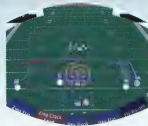


THE TE BUBBLES THE DEFENSIVE LINE, ALLOWING THE RB TO RUN THE BALL. THE RB MUST BE IN A POSITION TO CATCH THE PASS. THE TE MUST BE IN A POSITION TO BUBBLE THE DEFENSIVE LINE. THE RB MUST BE IN A POSITION TO CATCH THE PASS. THE TE MUST BE IN A POSITION TO BUBBLE THE DEFENSIVE LINE.

COUNTER



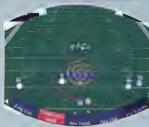
ON THIS PLAY, THE RB RUNS THE BALL COUNTER TO THE DEFENSIVE LINE. THE RB MUST BE IN A POSITION TO CATCH THE PASS. THE RB MUST BE IN A POSITION TO CATCH THE PASS. THE RB MUST BE IN A POSITION TO CATCH THE PASS. THE RB MUST BE IN A POSITION TO CATCH THE PASS.

SPREAD
ZING FLAT

THE RIGHT HALF OF THE FIELD GOES JAMMED UP ON THIS PLAY. THE RB MUST BE IN A POSITION TO CATCH THE PASS. THE RB MUST BE IN A POSITION TO CATCH THE PASS. THE RB MUST BE IN A POSITION TO CATCH THE PASS. THE RB MUST BE IN A POSITION TO CATCH THE PASS.

PRIMA'S OFFICIAL STRATEGY GUIDE

ZING CRACK LEAD



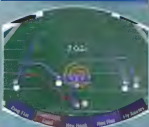
THE LEFT TACKLE PULLS TO LEAD THE BLOCKING ON THIS RUN OUTSIDE. IF THE WIDE-OUT CAN HOLD HIS BLOCK, YOU CAN SPRING THIS PLAY FOR A LOT MORE YARDAGE.

HEX HOOK



THIS QUICK HOOK WORKS WELL AGAINST DEFENSE WHERE THE CORNERBACKS ARE PLAYING OFF THE LINE OF SCRIMPAGE. IF THE DEFENSE IS PLAYING TIGHT, THROW QUICKLY, LEADING THE RECEIVER DEEP (ANALOG STICK UP) TO COMPLETE THE PASS.

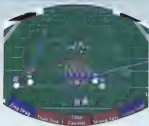
HEX FLAT



THIS PLAY IS A QUICK PASS TO THE WIDE-OUT. THE WIDE-OUT SHOULD BE ABLE TO CATCH THE PASS AND RUN IT OUTSIDE. IF THE DEFENSE IS PLAYING TIGHT, THROW QUICKLY, LEADING THE RECEIVER DEEP (ANALOG STICK UP) TO COMPLETE THE PASS.

ACE

ZING DRAG



WAIT FOR THE PRIMARY RECEIVER TO MAKE IT TO THE LEFT HASH MARK BEFORE PASSING HIM THE BALL. LEAD HIM (ANALOG STICK RIGHT) TO COMPLETE THE PASS IN STRIDE.

TITAN DIVE



YOU'VE GOT TWO TIGHT ENDS TO BLOCK FOR YOU ON THIS PLAY. USE THEM, AND YOU SHOULD BE ABLE TO GAIN A LOT OF YARDAGE ON THIS RUN PLAY.

TITANS

TITANS

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SPORTS

NFL 2K

TITAN COUNTER



USE THE LEFT TACKLE AND THE TIGHT END BLOCK FOR YOU ON THIS PLAY. WAIT FOR THE BLOCKERS TO LINE UP AND THEN GET UPFIELD IN A HURRY. YOU SHOULD BE ABLE TO GAIN 3-5 YARDS ON THIS RUN PLAY TO THE OUTSIDE.

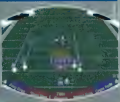
STRONG TOSS



USE THE TWO TIGHT ENDS AS YOUR PRIMARY BLOCKERS ON THIS TOSS PLAY TO THE OUTSIDE. DON'T SPEND A LOT OF TIME RUNNING LEFT TO RIGHT. GET RUNNING UPFIELD TO GAIN THE MOST

COURAGE.

CROSS FADE



DON'T ELSE PURSUING DEEP ROUTS, THE LITTLE DUMP PASS TO THE TIGHT END MIGHT CATCH THE DEFENSE OFF GUARD. WAIT FOR A FEW SECONDS BEFORE PASSING THE BALL. WHEN THE TIGHT END MAKES THE CATCH, TURN UPFIELD.

THE PLAYBOOK

OFFENSE

TEAMS

TE Sideline Sprint	HB Draw	HB Screen Left	OH Tackle Left	Inside Slant
HB Trap	TE Cross	HB Toss Left	Outside Hush	End Around
Weak Fake Roll Out	Weak Delay	TE Bubble	Counter	PA Middle Cross

SPREAD

Outside Post	HB Screen	Outside Delay	Cross Middle	Pitch Left
Inside Post	OH Tackle	Deep Out	Wide Right	Quick Screen
Zig Flat	Zig Crack Lead	Hex Hook	Hex Flat	Fly Routes

I FORM

Wrap Slant	HB Follow	HB Check	Counter	Roll Screen Right
Toss Right	TE Vertical	Split Bully	Out	

PRO SET

TE Blast	Deep Cross	Swing Right	HB Swing	HB Counter
Draw	Quick Outs	G Lead	PA Flag	FB OH Counter
TE Corner	Slants			

SHOTGUN

Inside Corner	Middle Draw	All Struck	G Lead Left	Cornerback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Screen
Wear Cornerback				

STRONG I

Stop and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Hand	Deep Post	HB Delay	Screens
Inside Outs	Two Runs	Curl		

WEAK I

Strap Lead	FB Flat	FB Lead Swing	TE Screen	Counter Right
WB Screen	PA Post	Hitches		

PRIMA'S OFFICIAL STRATEGY GUIDE

AIR

TE Screen	Center Drive	PA Dog	Balance Outside	HB Option
Sweep Left	PA TE Drag	HB Counter Left	PA TE Cross	G Lead Right
Zug Drag	Team Drive	Titus Counter	Strong Toss	Cross Fade

GROUND

QB Take Knee	QB Spike Ball			
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SPECIAL

Field Goal	Field Goal Pass	Take Punt Pass	Take Punt Booting	Punt
Field Goal Screen Pass	Field Goal Run			

WIDE LINE

FB Trap	Quick Fade	HB Cover Blitz	Left Screen	FB Drive
Toss Right	QB Booting	TE Run	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

4-3

Mobile Short Press	Middle Dog Sky 2	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Short Man 1

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Soft	Inside Fire Soft	Middle Short	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Tight Zone	Base Cover 2
Inside Fire Man 1	Middle Tight Man 1	Hatchet Man	Safe Coverage	Middle Hunt Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Tight	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block
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NFL 2K

MINNESOTA VIKINGS

BY
THE
NUMBERS

Offense



100

Defense



92

Overall



94

UNIQUE PLAYS

TRIPS

SPREAD PICK CROSS



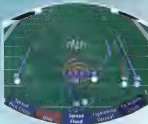
IF YOUR TEAM DOES NOT RUN THIS PLAY, IT MAY BE THE ONLY WAY TO GET THE BALL INTO THE END ZONE. IT IS A HIGH RISK PLAY, BUT IT CAN BE THE ONLY WAY TO GET THE BALL INTO THE END ZONE. IT IS A HIGH RISK PLAY, BUT IT CAN BE THE ONLY WAY TO GET THE BALL INTO THE END ZONE.

DIVE



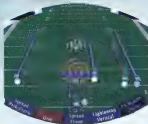
IF YOUR TEAM DOES NOT RUN THIS PLAY, IT MAY BE THE ONLY WAY TO GET THE BALL INTO THE END ZONE. IT IS A HIGH RISK PLAY, BUT IT CAN BE THE ONLY WAY TO GET THE BALL INTO THE END ZONE. IT IS A HIGH RISK PLAY, BUT IT CAN BE THE ONLY WAY TO GET THE BALL INTO THE END ZONE.

SPREAD FLOOD



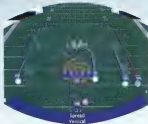
IF YOUR TEAM DOES NOT RUN THIS PLAY, IT MAY BE THE ONLY WAY TO GET THE BALL INTO THE END ZONE. IT IS A HIGH RISK PLAY, BUT IT CAN BE THE ONLY WAY TO GET THE BALL INTO THE END ZONE. IT IS A HIGH RISK PLAY, BUT IT CAN BE THE ONLY WAY TO GET THE BALL INTO THE END ZONE.

LIGHTNING VERTICAL



IF YOUR TEAM DOES NOT RUN THIS PLAY, IT MAY BE THE ONLY WAY TO GET THE BALL INTO THE END ZONE. IT IS A HIGH RISK PLAY, BUT IT CAN BE THE ONLY WAY TO GET THE BALL INTO THE END ZONE. IT IS A HIGH RISK PLAY, BUT IT CAN BE THE ONLY WAY TO GET THE BALL INTO THE END ZONE.

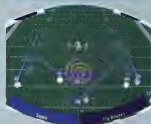
SPREAD VERTICAL



IF YOUR TEAM DOES NOT RUN THIS PLAY, IT MAY BE THE ONLY WAY TO GET THE BALL INTO THE END ZONE. IT IS A HIGH RISK PLAY, BUT IT CAN BE THE ONLY WAY TO GET THE BALL INTO THE END ZONE. IT IS A HIGH RISK PLAY, BUT IT CAN BE THE ONLY WAY TO GET THE BALL INTO THE END ZONE.

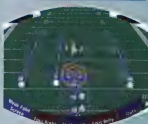
PRIMA'S OFFICIAL STRATEGY GUIDE

SPREAD SEAM



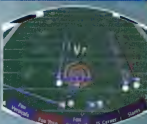
THIS PATTERN, WAIT FOR THE SLOT RECEIVER TO UPFIELD. THROW THE BALL DEEP (ANALOG) CATCH YOUR RECEIVER IN STRIDE FOR YARDS AFTER THE COMPLETION.

I FORM WEAK FAKE SCREEN



THE THREE RECEIVERS RUNNING DEEP ON THIS PLAY SHOULD CLEAR THE DEFENDERS, LEAVING THE FIELD WIDE OPEN FOR THIS SCREEN TO THE HALFBACK. ONCE HE GETS THE BALL, TURN HIM UPFIELD TO GAIN EXTRA YARDAGE.

PRO SET FOX VERTICALS



IF THE FIRST RECEIVER DOES NOT CATCH THE BALL, PLAY THE HALFBACK IN THE FLAT IS A GOOD ALTERNATIVE. LEAD HIM (ANALOG) STICK UP AND TO THE LEFT SO HE CATCHES THE BALL IN STRIDE AND CAN GET A GOOD RAC (RUN AFTER CATCH).

FOX TRAP



THE QUARTERBACK SHOULD BE READY TO RUN IN THE GUARD AND THE CENTER. GET TO THE BALL AS QUICKLY AS YOU CAN. IF THEY CAN OPEN UP THE FIELD, YOU CAN GET A GOOD RAC.

FOX COMEBACK



AGAINST DEFENSES WHERE THE CORNERBACKS ARE PLAYING SOFT, THIS PLAY WILL DO WELL. HIT THE PRIMARY RECEIVER JUST AS HE TURNS TO FACE THE QB. IF YOU CAN MAKE THE FIRST TACKLER MISS, YOU CAN GET UPFIELD FOR A BIGGER GAIN.

SHOTGUN FADER



THE QB DROPS BACK DEEP ON THIS PLAY. WAIT FOR THE PRIMARY WIDE-OUT TO GET DEEP BEFORE THROWING THE BALL. LEAD THE RECEIVER DEEP AWAY FROM THE DEFENDERS (ANALOG) STICK UP AND EITHER TO THE LEFT OR RIGHT. THIS PLAY SHOULD GET YOU A BUNCH OF YARDS.

VIKINGS

VIKINGS

NFL 2K

THE PLAYBOOK

OFFENSE

TECH

QB Release Sprint	HB Drive	HB Screen Left	Off Tackle Left	Inside Slant
QB Release	TE Cross	HB Toss Left	Outside Hitch	End Around
QB Pick Cross	Dive	Spread Flood	Lightning Vertical	PA Middle Cross
QB Release Vertical				

WIDE

Wideback Post	HB Screen	Middle Delay	Cross Middle	Pinch Left
Wideback Post	Off Tackle	Dash Out	Wide Right	Quick Screen
Wideback	Fly Routes			

TECH

QB Release	HB Follow	HB Check	Counter	Roll Screen Right
Wideback Take Screen	Toss Right	TE Vertical	Split Back	Outs

TECH

HB Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Blow	Quick Outs	G Load	PA Flag	FB Off Center
HB Verticals	Fox Trap	Fox Comeback	TE Corner	Slants

TECH

Wideback Corner	Middle Drive	All Strake	G Load Left	Comeback
Wideback	TE Out	Slant and Go	Outside Flag	

TECH

Wideback Zone	Inside Curl	FB Load Toss	Deep Out	FB Middle Attack
Wideback Corner	Quick Hitches	Over Tackle	Split Fade	Inside Seam
Wideback Comeback				

STRONG

Slap and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Outs	The Bomb	Curl		

WEAK

Strong Load	FB Flat	FB Load Sweep	TE Screen	Counter Right
WB Screen	PA Post	HB Pick		

ACE

TE Screen	Counter Draw	PA Dig	Bounce Outside	HB Option
Sweep Left	PA TE Drag	HB Counter Left	PA TE Cross	G Load Right

CLOCK

QB Take Knee	QB Spike Ball
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SPECIAL

Field Goal	Field Goal Pass	Fake Punt Pass	Fake Punt Bootleg	Punt
Field Goal Screen	Pass	Field Goal Run		

GOAL LINE

FB Trap	Quick Fade	HB Center Blast	Left Screen	FB Drive
Toss Right	QB Bootleg	TE Flat	FB Load	

PRIMA'S OFFICIAL STRATEGY GUIDE

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Pressure 3 Deep	Double Shoot	Press Fire Man 1

4-3

Middle Shoot Press	Middle Deep Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Org Press	Inside Blitz Men 1	Tight Men 2 Deep	Middle Shoot Man 1

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Org Man 1

DIMM

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Deep Soft	Inside Fire Soft	Middle Shoot	Pressure	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 1	Middle Tight Zone	Base Cover 2
Inside Fire Man 1	Middle Tight Man 1	Nickel Man	Solo Coverage	Middle Tight Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Tight	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block
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BILLS

BENGALS

BEARS

49ERS

SEGA

NFL 2K

PLAYER STATS

NAME	NUMBER	POSITION	RATING	NAME	NUMBER	POSITION	RATING	NAME	NUMBER	POSITION	RATING	NAME	NUMBER	POSITION	RATING
C. DALMAN	67	C	85	C. DALMAN	60	C	69	R. BARRAM	74	C	76	R. BARRAM	74	C	76
H. BARTON	79	C	76	O. KROTZ	57	C	66	R. PAYNE	67	C	62	R. PAYNE	67	C	62
J. NEWBERRY	62	C	75	T. COVIN	51	C	66	A. HAWKINS	64	C	85	A. HAWKINS	64	C	85
D. WALKER	38	DB	87	W. HARRIS	27	DB	88	A. C3	25	DB	76	G. INTERS	31	DB	76
R. MCCLARTERS	28	DB	79	T. PAROSH	27	DB	88	C. SAWYER	23	DB	90	A. BELL	40	DB	90
M. HANES	36	DB	93	T. CARTER	26	DB	66	A. BELL	40	DB	68	T. MACK	35	DB	74
T. MCANALD	46	DB	82	R. AUSTIN	30	DB	69	C. HALL	34	DB	70	E. WINFIELD	26	DB	74
M. MCOWILL	29	DB	77	R. BELL	30	DB	69	R. RACHOWICH	37	DB	71	A. WATKINS	41	DB	69
L. SCHILLERS	36	DB	76	C. HUDSON	35	DB	64	T. RACHOWICH	37	DB	69	E. SHIDLEY	22	DB	62
T. BRONSON	21	DB	68	R. COOK	35	DB	64	R. LANGFORD	94	DB	66	B. SMITH	78	DB	62
C. HALEY	31	DB	68	K. SERNIANGA	28	DB	64	A. LANGFORD	94	DB	66	P. JENSEN	90	DB	86
A. WHERS CB	26	DB	66	R. SMITH	44	DB	64	A. PURVIS	97	DB	66	S. PRICE	91	DB	71
R. BUCKNER	93	DB	66	C. SMITH	44	DB	64	J. COPELAND	92	DB	66	M. WILEY	75	DB	71
A. WHERS DE	52	DE	66	B. ROBINSON	98	DB	64	J. COPELAND	92	DB	66	T. WASHINGTON	92	DB	72
M. WASHINGTON	95	DE	66	J. DUFF	91	DB	64	A. PURVIS	97	DB	66	P. JENSEN	90	DB	86
J. POSTY	95	DE	66	M. WELLS	97	DB	64	J. COPELAND	92	DB	66	S. PRICE	91	DB	71
G. WILKINS	64	DB	66	J. FLEMING	99	DB	64	K. GREGG	93	DB	69	P. WILKINS	98	DB	65
J. BRYANT	97	DB	66	A. DIT	99	DB	64	D. BROADFIELD	93	DB	69	R. BROWN	79	DB	66
G. WILKINS	64	DB	66	T. PERRY	75	DB	66	M. O'NEVER	72	DB	64	J. HALLS	72	DB	66
R. YOUNG	92	DB	66	C. WISNIE	72	DB	66	B. DEMARCO	73	DB	64	A. G	6	DB	66
A. WHERS DT	91	DT	66	J. WISNIE	72	DB	66	M. GORT	63	DB	64	E. ALBERT	2	DB	66
C. BIRMAN	78	DT	66	J. WISNIE	72	DB	66	T. GORT	63	DB	64	S. CHRISTIE	2	DB	66
D. BROWN	65	DB	66	J. WISNIE	72	DB	66	T. GORT	63	DB	64	G. WITHERN	99	DB	84
P. OCHOWSKI	69	DB	66	J. WISNIE	72	DB	66	T. GORT	63	DB	64	S. WHEAT	52	DB	76
K. HORTON JR	51	DB	66	J. WISNIE	72	DB	66	T. GORT	63	DB	64	J. HOLTECK	52	DB	76
L. WOODALL	55	DB	66	J. WISNIE	72	DB	66	T. GORT	63	DB	64	J. FOREMAN	55	DB	74
W. TUBBS	55	DB	66	J. WISNIE	72	DB	66	T. GORT	63	DB	64	M. PERRY	58	DB	74
A. PETERSON	50	DB	66	J. WISNIE	72	DB	66	T. GORT	63	DB	64	A. G	6	DB	66
R. COWEN	59	DB	66	J. WISNIE	72	DB	66	T. GORT	63	DB	64	D. BRADSHAW	6	DB	66
S. EDGE	10	P	74	J. WISNIE	72	DB	66	T. GORT	63	DB	64	J. CUMMINGS	51	DB	65
J. GARCIA	18	DB	66	J. WISNIE	72	DB	66	T. GORT	63	DB	64	C. WHEAT	9	DB	65
S. YOUNG	68	DB	66	J. WISNIE	72	DB	66	T. GORT	63	DB	64	R. JOHNSON	11	DB	65
J. GARCIA	18	DB	66	J. WISNIE	72	DB	66	T. GORT	63	DB	64	A. VAN PELT	23	DB	65
S. STENSTROM	14	DB	66	J. WISNIE	72	DB	66	T. GORT	63	DB	64	A. SMITH	23	DB	65
J. DUBENKOW	14	DB	66	J. WISNIE	72	DB	66	T. GORT	63	DB	64	S. GASH	35	DB	68
L. PHILLIPS	33	DB	66	J. WISNIE	72	DB	66	T. GORT	63	DB	64	A. HORTON	35	DB	68
T. VANDER	44	DB	66	J. WISNIE	72	DB	66	T. GORT	63	DB	64	A. B	34	DB	66
G. HENST	20	DB	66	J. WISNIE	72	DB	66	T. GORT	63	DB	64	T. THOMAS	34	DB	66
C. GARDNER	32	DB	66	J. WISNIE	72	DB	66	T. GORT	63	DB	64	J. FINA	34	DB	66
T. JEFFY	22	DB	66	J. WISNIE	72	DB	66	T. GORT	63	DB	64	J. OSTROFF	40	DB	66
A. WHERS RB	22	DB	66	J. WISNIE	72	DB	66	T. GORT	63	DB	64	R. WICKS	27	DB	78
D. DEESE	63	DB	66	J. WISNIE	72	DB	66	T. GORT	63	DB	64	J. HENDERSON	85	DB	63
C. BIRMAN	71	DB	66	J. WISNIE	72	DB	66	T. GORT	63	DB	64	S. JACKSON	84	DB	63
A. WHERS T	85	DB	66	J. WISNIE	72	DB	66	T. GORT	63	DB	64	A. T	84	DB	63
G. CLARK	85	DB	66	J. WISNIE	72	DB	66	T. GORT	63	DB	64	E. WHEAT	80	DB	63
C. FANN	80	DB	66	J. WISNIE	72	DB	66	T. GORT	63	DB	64	A. FEED	80	DB	63
J. LACE	80	DB	66	J. WISNIE	72	DB	66	T. GORT	63	DB	64	A. WHERS	80	DB	63
T. OWENS	81	DB	66	J. WISNIE	72	DB	66	T. GORT	63	DB	64	A. WHERS	80	DB	63
J. STODOL	81	DB	66	J. WISNIE	72	DB	66	T. GORT	63	DB	64	A. WHERS	80	DB	63
M. HARRIS	88	DB	66	J. WISNIE	72	DB	66	T. GORT	63	DB	64	A. WHERS	80	DB	63
A. WHERS WR	19	WR	65	J. WISNIE	72	DB	66	T. GORT	63	DB	64	A. WHERS	80	DB	63

CHARGERS

NAME	NUMBER	POSITION	RATING
R. FORTIN	67	C	74
T. SHAW	29	DB	82
C. DUNN	27	DB	89
D. FERRY	29	DB	78
R. HARRISON	37	DB	87
J. SPENCER	28	DB	75
L. LEE	36	DB	64
M. JOHNSON	38	DB	72
D. HARTER	28	DB	65
S. TIERNEY	31	DB	69
A. FIS	25	DB	63
P. BAUFORD	25	DB	64
R. RISK	99	DE	73
R. JOHNSON	95	DE	65
A. FORTNOT	94	DE	66
C. MIMS	92	DE	59
C. HADEN	94	DE	92
M. HAYD	97	DE	93
J. PARELLA	98	DE	64
J. WILLIAMS	98	DE	63
M. MORRIS	94	DE	95
A. TAYLOR	64	G	75
V. PARKER	72	G	73
T. SHENKMEZ	72	G	57
J. CARNEY	8	K	79
J. SEAU	55	LB	96
G. DYCKSON	51	LB	75
E. HILL	54	LB	81
L. BUSH	58	LB	71
M. HARRISON	58	LB	66
J. HASKINS	59	LB	65
D. BENNETT	2	P	94
J. HARLAUGH	2	P	94
E. KRAMER	12	LB	70
R. LEAF	16	DB	59
C. WHEELER	5	DB	58
M. MEARS	20	DB	80
K. BISHOP	83	DB	66
A. BO	35	DB	67
T. FLETCHER	41	DB	60
A. BO	34	DB	59
J. JACKSON	41	DB	75
A. T	74	T	62
A. T	71	T	60
F. JONES	88	TE	86
D. BUNN	48	TE	75
A. PIPPHIN	50	TE	55
M. JONES	10	TE	53
J. GRAHAM	81	WR	83
C. JONES	82	WR	82
R. THEWELL	87	WR	76
T. GUTTER	85	WR	71

CHIEFS

NAME	NUMBER	POSITION	RATING
T. GREENHARD	61	C	100
J. SMITH	26	C	61
C. DODMAN	65	DB	87
C. GRAY	23	DB	78
J. WOODS	21	DB	78
R. TONGUE	25	DB	87
E. WARFIELD	44	DB	67
A. CB	35	DB	66
M. WALKER	27	DB	71
J. BOLDEN	43	DB	66
R. WILLIAMS	29	DB	66
L. O'NEAL	93	DE	75
J. BROWNING	93	DE	58
D. WILLIAMS	92	DE	58
C. MCGLICKEN	75	DE	78
T. BARROT	71	DE	78
A. SMITH	77	DE	63
R. DIXON	90	DE	61
G. PARKER	97	DE	72
G. PARKER	62	G	96
M. SHIELDS	68	G	96
E. KING	50	G	57
D. SCOTT	79	G	64
P. STANARDON	10	K	84
G. FORDS	54	LB	71
D. THOMAS	58	LB	86
D. EDWARDS	59	LB	89
M. PATTON	53	LB	91
G. MANICKAY	51	LB	74
R. GEORGE	55	LB	73
L. HOLLINDEST	56	LB	73
G. STILLS	57	LB	79
E. GRAC	18	DB	70
W. MOON	1	DB	75
T. COLLINS	15	DB	53
R. HARRIS	39	DB	68
M. ANDERS	38	DB	75
M. CLOUD	34	DB	67
R. SHREE	22	DB	60
D. BENNETT	30	DB	59
A. T	76	T	82
J. BILEY	66	T	82
J. CRISWELL	69	T	78
T. GONZALEZ	88	TE	89
R. ROOPE	83	TE	86
A. ROBIN	85	TE	86
D. ALEXANDER	82	WR	84
K. LOCKETT	81	WR	74
T. VANOVER	87	WR	74
J. HORN	84	WR	69
S. MCNASHINGTON	17	WR	63

COLTS

NAME	NUMBER	POSITION	RATING
J. LIEDEWIGS	58	C	79
T. JOHNSON	60	C	88
T. POOLE	38	DB	88
J. BURRIS	20	DB	87
J. BELSER	29	DB	81
C. COTA	37	DB	88
R. CLARK	37	DB	74
R. MCELROY	40	DB	68
M. MONTGOMERY	34	DB	72
T. BUEVINS	26	DB	71
H. KEDWICK	41	DB	63
A. CB	51	DB	66
B. BERRY	27	DB	74
C. BAATZ	92	DE	90
B. WHITTINGTON	92	DE	69
S. KING	99	DE	65
V. TURNER	98	DE	65
E. JOHNSON	62	DE	90
T. MCDOY	61	DE	83
L. CHESTER	64	DE	83
M. HOBGOOD-CHITICK	94	DE	58
T. WISLINSKI	77	G	80
T. HANDBACH	79	G	80
L. MOORE	72	G	63
S. HOCKNEY	76	G	63
J. DAVIS	66	G	58
M. VANDERLACHT	12	K	80
A. LB	97	LB	86
C. BENNETT	93	LB	86
A. ROYAL	56	LB	74
J. COOKAK	93	LB	67
A. JORDAN	91	LB	66
R. THOMAS	55	LB	66
A. P	17	P	63
P. NANNING	18	DB	90
K. HOLCOMB	13	DB	52
S. CASE	15	DB	51
E. JAMES	32	DB	79
S. GREEBE	43	DB	65
D. HOLMES	44	DB	70
K. ELIAS	23	DB	54
T. GLENN	73	T	88
A. MEADOWS	73	T	87
W. JACKSON	85	TE	87
K. OLIVER	81	TE	74
M. POLLARD	71	TE	64
J. BLACKMAN	83	TE	62
B. BARTA	86	WR	84
J. PATKIN	88	WR	91
M. HARRISON	84	WR	72
E. GREEN	88	WR	72
L. DAWSON	80	WR	72

COWBOYS

NAME	NUMBER	POSITION	RATING
M. STEPHAN	53	C	76
M. KISTELAK	26	DB	82
K. SMITH	26	DB	100
D. SAUNDERS	31	DB	81
G. TADGIE	21	DB	87
D. WOODSON	28	DB	71
D. STODOLARE	43	DB	68
L. REESE	43	DB	70
K. WILKINSON	23	DB	71
K. MATHES	23	DB	64
S. MURPHY	97	DE	79
E. PITMAN	96	DE	79
E. EDMAN	98	DE	73
G. ELIS	92	DE	67
D. FORTNEY	92	DE	56
C. HENNING	95	DE	72
L. LETT	78	DE	91
M. WYERS	78	DE	91
D. BROWN	91	DE	42
H. DAVIS	99	DE	40
L. ALLEN	73	G	99
E. ADAMS	74	G	95
E. MOYER	46	G	75
T. MURSON	46	G	71
R. CONNELL	3	K	75
D. CONNITT	55	LB	78
D. CUMLEY	52	LB	89
R. GORREY	56	LB	86
A. LB	59	LB	68
R. THOMAS	57	LB	68
M. SMITH	57	LB	68
R. TOLBERT	4	P	86
T. KOWAN	8	P	88
J. GARETT	17	DB	49
J. COVINE	22	DB	82
E. SMITH	22	DB	82
D. JOHNSON	48	DB	70
K. WAREEN	48	DB	66
T. SMITH	34	DB	54
A. T	77	T	79
E. WILLIAMS	79	T	88
D. RYDAS	68	T	70
A. T	61	T	61
D. LARLEIR	89	TE	81
A. EUBANKSON	86	TE	73
M. WYNN	86	WR	89
R. SMITH	81	WR	88
E. HILLS	85	WR	75
J. MCNEIGHT	86	WR	72
J. GREEN	82	WR	48
A. WR	87	WR	56

JAGUARS

JETS

LIONS

PACKERS

NAME	NUMBER	POSITION	RATING
D. BELLAR	65	C	83
J. WADE	66	DB	60
D. FIELDS	27	DB	92
A. BRESLEY	21	DB	80
D. DARIUS	20	DB	78
C. LANE	37	DB	95
M. LUGAN	32	DB	69
R. MCMURRAY	38	DB	64
D. THOMAS	41	DB	74
A. CB	25	DB	77
C. TAYLOR	23	DB	66
A. MORONOLLA	24	DB	64
J. CRAFT	26	DB	61
T. BRACKENS	99	DB	87
J. SHERIDGE	99	DB	80
K. LATOUD	97	DB	76
R. WYNN	97	DB	66
E. CURRY	75	DB	59
G. WALLER	94	DB	60
J. THRELETS	99	DB	66
E. LEBERTY	61	DB	66
R. GOLFMAN	62	G	93
R. TRESNO	67	G	73
A. CESARIO	79	G	73
M. BOLLIS	1	K	67
M. BOLLIS	1	K	67
R. PAUP	95	LB	83
K. BARRY	51	LB	96
T. MCNAMIS	55	LB	69
R. SCHWARTZ	54	LB	73
J. HAMILTON	53	LB	64
E. MASON	53	LB	63
E. STOKR	50	LB	95
B. BARKER	4	LB	95
M. BRUNELL	12	LB	58
J. QUINN	11	LB	58
J. FENLER	12	LB	58
F. TAYLOR	28	LB	86
D. SHELTON	28	LB	86
J. STEWART	22	LB	83
T. BANKS	22	LB	73
C. HOWARD	24	LB	80
T. BOWELL	21	LB	100
L. SKARCY	72	T	88
Z. WIEGERT	77	T	69
D. JONES	80	TE	79
D. JONES	80	TE	68
J. SMITH	82	WR	93
K. MCCORMELL	82	WR	89
A. WHITTED	86	WR	75
R. BARLOW	84	WR	84
W. MADORE	81	WR	69
D. CURVIN	15	WR	63

NAME	NUMBER	POSITION	RATING
K. MAWHE	68	C	95
J. HUDSON	65	C	63
M. GISKER	67	C	63
D. SMITH	45	DB	82
A. GLENN	31	DB	95
S. WATNER	27	DB	84
W. GREEN	21	DB	88
R. MAXWELL	24	DB	79
K. WILLIAMS	23	DB	65
C. BROWN	44	DB	72
M. COLEMAN	42	DB	72
J. HENDERSON	26	DB	68
S. FROST	27	DB	67
C. HOPES	30	DB	67
A. PLEASANT	98	DB	76
R. LYLE	95	DB	68
M. FREDECK	94	DB	60
R. HAMILTON	92	DB	60
E. OGDON	99	DB	60
J. FERGUSON	72	DB	83
A. OT	91	DB	65
J. SYNDIO	46	DB	71
E. MORGAN	64	G	66
A. G	77	G	66
D. LOVERNE	60	G	67
J. HALL	9	K	77
R. COX	51	LB	86
D. ENDISON	57	LB	75
R. PHILLER	56	LB	88
C. CASCADEN	53	LB	73
M. MESHA	52	LB	65
J. BARBOR	54	LB	67
M. JONES	55	LB	62
T. TOPPS	7	P	82
K. TESVORDE	16	QB	92
R. LUCAS	4	QB	61
S. ZOLAK	11	QB	57
C. MARTIN	28	PB	66
J. SOWELL	33	RB	70
D. JOHNSON	32	RB	62
R. ANDERSON	20	RB	66
J. ELLIOT	76	T	76
J. FAHNN	69	T	79
K. JENNINS	71	T	85
E. GREEN	86	TE	84
F. BAXTER	84	TE	84
R. SPENCE	82	TE	96
K. JOHNSON	19	WR	96
W. CHIFFERT	80	WR	83
D. WARD	89	WR	73
J. DOUGLASS	88	WR	75

NAME	NUMBER	POSITION	RATING
M. COMPTON	77	C	87
T. SAMPLE	62	C	61
B. WESTBROOK	32	DB	83
K. ARRAWS	24	DB	75
M. CARPER	21	DB	80
R. RICE	28	DB	77
R. BAILEY	23	DB	69
A. SS	25	DB	66
K. SUPPRAW	29	DB	70
L. CAMPBELL	39	DB	68
T. SCORPHER	97	DB	79
R. POKER	91	DB	94
A. DE	92	DB	80
L. ELLIS	94	DB	89
J. JONES	93	DB	89
K. PATCHETT	93	DB	74
D. OWENS	90	DB	71
H. TAYLOR	96	DB	66
E. BERTLEY	96	G	66
J. HARTINGS	64	G	81
K. BLAKE	65	G	62
A. JOHNSON	70	G	65
J. HANSON	4	K	74
A. LB	50	LB	87
A. ALDORGE	55	LB	80
S. BOTO	57	LB	85
R. JORDAN	99	LB	73
S. KOHALOWSKI	58	LB	66
K. O'NEILL	59	LB	64
M. RUSSELL	54	LB	66
J. JETT	19	P	77
C. BATON	10	QB	56
G. FERDITE	12	QB	93
B. SANDERS	20	QB	67
C. SCHLESINGER	38	RB	74
A. RB	33	RB	64
R. RIVERS	34	RB	64
P. PEARSON	26	RB	59
B. OLIVO	26	RB	54
J. RODIG	74	T	71
A. T	71	T	86
R. ROBERTS	72	T	72
T. RAMIREZ	75	TE	62
D. SLOAN	86	TE	77
W. RASBY	81	TE	65
P. CHRYLWICZ	89	WR	63
H. MOORE	84	WR	94
J. MORTON	87	WR	89
G. COWELL	82	WR	69
C. THOMAS	15	WR	66
B. STABLEIN	83	WR	66

NAME	NUMBER	POSITION	RATING
E. WHITERS	52	C	81
M. FLAMMAG	58	DB	65
T. WILLIAMS	37	DB	87
C. MENDOSE	21	DB	86
D. SHUPPER	42	DB	78
L. BUTLER	36	DB	91
A. EDWARDS	25	DB	76
M. MCKENDE	34	DB	69
A. CB	31	DB	75
K. COONS	45	DB	65
S. MCGARRAHAN	43	DB	65
C. ARBUS	29	DB	60
V. HOLLODY	90	DB	88
V. BOKER	96	DB	75
K. MCKENDE	96	DB	76
G. BROWN	93	DB	88
S. DUTSON	71	DB	79
A. OT	97	DB	63
R. LYON	98	DB	59
M. RYTEL	62	G	84
R. MCKENDE	63	G	70
J. ANDRIZZI	70	G	67
C. HEMMERGER	75	G	59
R. LONGWELL	51	K	46
B. WILLIAMS	51	LB	84
G. KODICE	53	LB	87
B. HARRIS	55	LB	82
M. MORTON	56	LB	67
J. WADY	54	LB	65
A. P	9	P	62
R. HARE	4	QB	99
R. MIKER	12	QB	57
A. QB	2	QB	51
D. LEVENS	25	QB	86
W. HEDERSON	23	QB	63
D. PARKER	22	QB	69
J. HITS	48	RB	61
R. TERBA	78	T	88
E. DUTSON	72	T	88
M. WHALE	68	T	72
J. MICHELS	68	T	71
M. CHIMERA	89	TE	92
T. DAVIS	81	TE	71
J. THOMASON	83	TE	65
A. FREEMAN	86	WR	95
R. BROOKS	87	WR	85
D. WATTS	85	WR	82
C. BRADFORD	80	WR	78
B. SCHROEDER	84	WR	78
D. HOWARD	23	WR	72
J. ARNOLD	88	WR	67
B. WANNING	82	WR	67
A. WR	19	WR	66

PANTHERS

NAME	NUMBER	POSITION	RATING
A. STROUD/BERNARD	67	C	73
C. JONES	75	C	49
S. CLAYTON	56	C	74
E. SMITH	52	C	60
R. SUTTER	59	C	72
A. ALLEN/BAKER	68	C	76
D. EVANS	35	C	81
D. WHEELER	37	C	71
C. JACKSON	39	C	68
D. WINTER	38	C	66
N. SMITH	28	C	46
M. SLOTT	38	C	41
S. GORDON	44	C	82
J. PETER	97	C	79
A. DE	83	C	71
C. DE	72	C	65
A. EDWARDS	56	C	62
E. JONES	59	C	61
T. HARRINGTON	97	C	67
A. DE	98	C	65
R. TERRY	71	C	77
E. GARCIA	65	C	66
N. HERTON	61	C	69
J. WILSON	73	C	57
K. GREENE	91	C	81
S. TOWNE	55	C	74
M. ALABORN	58	C	93
D. JONES	52	C	71
D. WELLS	95	C	76
C. TOLAN	50	C	67
R. WILKINSON	91	C	67
S. BERENSON	98	C	81
S. BOND	12	C	66
T. BLAKEMORE	81	C	52
E. FLOOD	21	C	64
E. LANE	32	C	69
A. JOHNSON	20	C	63
N. OLIVER	23	C	68
R. CARRUTH	88	C	61
M. CAMPBELL	66	C	75
D. BOHLEN	79	C	67
R. JAMES	74	C	59
E. WALLS	65	C	94
L. BRIDGEMAN	84	C	58
K. MURPHY	88	C	53
D. HILLMAN	78	C	89
R. CARRUTH	88	C	86
R. JEFFERS	83	C	76
D. HARRIS	82	C	76
C. DUNN/CLAYTON	81	C	71
N. BATES	30	C	78
R. KIRCHNER	84	C	58

PATRIOTS

NAME	NUMBER	POSITION	BATTING
A. C. J. ARTHUR	65	C	86
T. JONES	67	SS	83
T. LAW	34	RF	82
M. LAY	24	RF	100
L. ELLIOT	32	RF	89
L. WATKINS	25	RF	73
C. CARTER	82	RF	73
S. DIBEL	21	RF	88
A. SS	39	SS	83
G. FRAY	08	SS	76
N. MCNEST	35	SS	87
C. SMITH	14	SS	82
H. THOMAS	95	SS	83
C. COON	98	SS	90
B. MITCHELL	90	SS	95
L. WILKINS	75	SS	58
D. OGDEN	61	SS	58
I. BRUCE	71	SS	77
M. LAKE	68	SS	78
H. RYAN	64	SS	60
A. WINTER	63	SS	79
A. LB	59	SS	81
C. SLADE	53	SS	88
T. JOHNSON	52	SS	82
C. BRUCE	54	SS	75
M. MOORE	58	SS	66
V. COASTON	93	SS	67
S. STONEY	99	SS	63
D. GIBBELL	45	SS	65
L. JOHNSON	10	SS	80
R. ALLEN	11	SS	85
F. BRUCE	08	SS	91
A. JENSEN	17	SS	67
M. BISHOP	08	SS	51
M. HALL	33	SS	49
C. FLEET	37	SS	71
R. EDWARDS	47	SS	75
D. COLLINS	30	SS	43
C. CARTER	29	SS	45
H. SHAW	44	SS	65
L. WARRICK	27	SS	55
D. JENSEN	78	SS	79
T. MOSS	77	SS	95
E. ELIS	66	SS	49
R. COATES	87	SS	96
R. HUTHUR	83	SS	58
M. RADDUM	86	SS	50
L. GLEN	88	SS	89
S. JEFFERSON	84	SS	79
T. BROWN	80	SS	77
L. SHAWNS	81	SS	72
T. BERRY	82	SS	81
S. COOPER	16	SS	67

RAIDERS

NAME	NUMBER	POSITION	MAJOR
R. JOHNS	63	C	84
E. LUTCH	21	DB	56
C. WOODSON	24	DB	100
A. THERMAN	29	DB	84
E. FINNEY	30	DB	84
C. WILLEY	22	DB	88
D. CADDON	23	DB	88
M. WALKER	38	DB	76
P. CARTER	20	DB	69
C. BARNCH	27	DB	40
A. DE	94	DB	78
L. JONESTONE	93	DE	92
J. HARRIS	91	DE	66
F. COLLINS	92	DE	66
R. RESSALL	96	DE	100
R. MARLAND	97	DT	78
G. JACKSON	90	DT	73
C. OSBORNE	98	DT	96
S. WINTERSELD	76	G	66
D. ASHMADE	73	G	65
B. SPURDEMAN	78	G	65
L. DAVIS	74	G	60
G. DUNFORD	64	G	58
M. RUSTEN	5	H	75
L. SMITH	53	H	73
R. BURGESS	52	IB	85
G. RIGBY	54	IB	85
A. LE	50	IB	79
L. FOSTON	55	IB	49
C. REIDEMAN	58	IB	63
C. SPURD	54	IB	60
L. ABRAHAM	2	P	86
R. BRIDGES	4	DB	68
M. WILSON	16	DB	82
R. KATHMAN	26	DB	82
L. RICHIE	30	DB	70
L. SALAMAN	31	DB	66
D. CORRETT	28	DB	64
R. JOHNSON	28	DB	56
A. T	79	T	81
A. T	74	T	79
R. CUNNINGHAM	68	TE	61
R. DODLEY	63	TE	90
L. BISHAM	67	TE	52
D. WALKER	47	TE	62
T. BROWN	81	WR	88
L. JETT	82	WR	83
T. WILKINS	85	WR	75
H. OPELAND	80	WR	75
H. SPROED	84	WR	67
	17	WR	66

RAINS

NAME	NUMBER	POSITION	RAINF
A. MCCORMICK	67	C	73
B. THORPE	50	D	56
D. MCELROY	21	D	78
T. TWEET	41	D	83
C. LYLE	35	D	78
R. JENNINS	22	D	77
A. CB	37	D	76
T. ALLEN	20	D	70
A. SS	38	D	71
B. BISH	23	D	68
R. CARPENTER	24	D	67
L. BROWN	27	D	65
G. WESTON	98	D	70
K. CARTER	93	D	96
L. WILLIAMS	96	D	63
L. ROBINSON	94	D	61
R. ALBERT	99	D	88
D. FALK	75	D	87
L. BARRETS	92	D	66
C. SEARS	95	D	61
J. ZIMMERMAN	90	D	58
F. WILDER	73	G	72
A. THOMPSON	62	G	79
A. G	71	G	68
L. RAMEY	63	G	65
L. WILKINS	14	G	70
T. COLLINS	59	L	73
M. JONES	52	L	86
C. CLEMONS	56	L	71
R. CLEVER	58	L	74
L. STILES	57	L	69
L. LITTLE	51	L	67
R. TUBER	11	P	83
T. GREEN	10	P	84
A. OG	8	P	59
C. WARDER	9	D	53
M. FALK	28	F	90
D. HARRIS	33	F	67
G. HILL	29	F	64
G. HILLCOMBE	25	F	73
A. LEE	31	F	62
L. HENLEY	26	F	58
D. PAICE	76	T	92
E. BROOKS	68	T	58
L. MCKINNEY	57	T	75
R. WILLIAMS	84	T	58
E. CONNELL	94	T	55
C. LEVINS	46	T	52
M. JACOBY	87	T	84
R. FICHEL	89	T	92
L. BECKE	88	T	98
L. HOD	88	T	74
L. HAKON	81	T	68

RAVENS

REDSKINS

SAINTS

SEAHAWKS

SEGA SPORTS NFL 2K

NAME	NUMBER	POSITION	RATING
J. MITCHELL	40	C	77
E. LUNDY	41	C	72
D. STAMPS	22	DB	85
A. CB	28	DB	84
C. HARRIS	45	DB	87
R. WOODSON	26	DB	86
S. MOORE	34	DB	75
J. WILLIAMS	21	DB	80
J. TRAPP	58	DB	79
R. THOMPSON	37	DB	71
K. HERING	32	DB	65
A. SS	43	DB	63
M. MCCARTY	49	DB	62
R. HUBERT	39	DB	61
K. WASHINGTON	83	DB	60
F. SMITH	55	DB	59
T. SMITH	56	DB	58
S. HENRICH	79	DB	57
L. DUTTON	91	DB	56
M. CHASE	92	DB	55
M. EVANS	62	DB	54
J. BLACKSHEAR	67	DB	53
R. SAPP	77	DB	52
M. STONER	3	DB	51
J. SHARPER	55	DB	50
P. ROUSHARE	58	DB	49
R. LEWIS	52	DB	48
C. HAYES	51	DB	47
T. MCCLLOUD	54	DB	46
J. KOPP	57	DB	45
T. PETERS	53	DB	44
K. REICHARDSON	5	DB	43
S. MITCHELL	18	DB	42
T. BARKS	12	DB	41
V. RICHARDSON	23	DB	40
P. HINES	31	DB	39
C. HINES	32	DB	38
S. HINES	33	DB	37
C. HINES	34	DB	36
J. HINES	35	DB	35
A. HINES	36	DB	34
M. HINES	37	DB	33
C. HINES	38	DB	32
J. HINES	39	DB	31
A. HINES	40	DB	30
S. HINES	41	DB	29
C. HINES	42	DB	28
M. HINES	43	DB	27
J. HINES	44	DB	26
A. HINES	45	DB	25
S. HINES	46	DB	24
C. HINES	47	DB	23
M. HINES	48	DB	22
J. HINES	49	DB	21
A. HINES	50	DB	20
S. HINES	51	DB	19
C. HINES	52	DB	18
M. HINES	53	DB	17
J. HINES	54	DB	16
A. HINES	55	DB	15
S. HINES	56	DB	14
C. HINES	57	DB	13
M. HINES	58	DB	12
J. HINES	59	DB	11
A. HINES	60	DB	10
S. HINES	61	DB	9
C. HINES	62	DB	8
M. HINES	63	DB	7
J. HINES	64	DB	6
A. HINES	65	DB	5
S. HINES	66	DB	4
C. HINES	67	DB	3
M. HINES	68	DB	2
J. HINES	69	DB	1

NAME	NUMBER	POSITION	RATING
V. WILLIAMS	43	C	74
J. FORTNOT	31	DB	55
K. GLOVER	42	DB	50
A. BARTIS	32	DB	49
T. DAKESFORD	29	DB	48
S. KNIGHT	28	DB	47
R. KELLY	24	DB	46
A. HOLLEN	25	DB	45
E. LITTLE	20	DB	44
T. WEARY	40	DB	43
C. HERMIT	23	DB	42
C. HARRIS	22	DB	41
J. JOHNSON	64	DB	40
J. TOMCH	90	DB	39
B. SMITH	91	DB	38
T. WILSON	79	DB	37
P. SAGARVILLE	99	DB	36
L. GLOVER	93	DB	35
V. MARTIN	93	DB	34
A. ROBERTS	64	DB	33
T. HENLEY	64	DB	32
J. PITMAN	75	DB	31
K. TURLEY	68	DB	30
C. NAOLE	68	DB	29
T. ADERMAN	69	DB	28
D. REIN	10	DB	27
M. FIELDS	55	DB	26
K. MITCHELL	59	DB	25
C. ROBINSON	58	DB	24
K. MITCHELL	58	DB	23
J. SMITH	52	DB	22
A. LEGAL	54	DB	21
R. WARDER	68	DB	20
T. HARMON	68	DB	19
B. TOLIVER	11	DB	18
R. HOBBS	12	DB	17
D. WHELFEL	7	DB	16
R. WILLIAMS	34	DB	15
A. COOPER	32	DB	14
W. PERRY	33	DB	13
T. DAVIS	28	DB	12
L. SMITH	34	DB	11
W. ROSE	34	DB	10
K. HOLS	74	DB	9
S. SUTHER	81	DB	8
C. CLELAND	85	DB	7
J. HARRIS	87	DB	6
T. JOHNSON	86	DB	5
K. GANNON	44	DB	4
A. WATSON	88	DB	3
C. REYNOLDS	88	DB	2
K. POOLE	87	DB	1
D. HUGHES	82	DB	0
B. BEN	19	DB	0
G. TWYLER	17	DB	0

NAME	NUMBER	POSITION	RATING
C. GRAY	62	C	72
K. GLOVER	53	DB	69
W. WILLIAMS	27	DB	68
S. SPARKS	34	DB	58
D. WILLIAMS	24	DB	58
J. BELLAMY	20	DB	57
F. THOMAS	20	DB	56
M. COLLINS	25	DB	55
L. BENDER	26	DB	54
K. JOSEPH	21	DB	53
A. SINGULAR	70	DB	52
P. HARRIS	70	DB	51
M. LAURITY	99	DB	50
A. DE	99	DB	49
K. KENNEDY	99	DB	48
S. LOUIS	99	DB	47
P. MURRAY	68	DB	46
R. HENLEY	68	DB	45
K. HENLEY	68	DB	44
E. HENLEY	68	DB	43
G. HENLEY	68	DB	42
T. HENLEY	68	DB	41
C. HENLEY	68	DB	40
G. HENLEY	68	DB	39
T. HENLEY	68	DB	38
C. HENLEY	68	DB	37
G. HENLEY	68	DB	36
T. HENLEY	68	DB	35
C. HENLEY	68	DB	34
G. HENLEY	68	DB	33
T. HENLEY	68	DB	32
C. HENLEY	68	DB	31
G. HENLEY	68	DB	30
T. HENLEY	68	DB	29
C. HENLEY	68	DB	28
G. HENLEY	68	DB	27
T. HENLEY	68	DB	26
C. HENLEY	68	DB	25
G. HENLEY	68	DB	24
T. HENLEY	68	DB	23
C. HENLEY	68	DB	22
G. HENLEY	68	DB	21
T. HENLEY	68	DB	20
C. HENLEY	68	DB	19
G. HENLEY	68	DB	18
T. HENLEY	68	DB	17
C. HENLEY	68	DB	16
G. HENLEY	68	DB	15
T. HENLEY	68	DB	14
C. HENLEY	68	DB	13
G. HENLEY	68	DB	12
T. HENLEY	68	DB	11
C. HENLEY	68	DB	10
G. HENLEY	68	DB	9
T. HENLEY	68	DB	8
C. HENLEY	68	DB	7
G. HENLEY	68	DB	6
T. HENLEY	68	DB	5
C. HENLEY	68	DB	4
G. HENLEY	68	DB	3
T. HENLEY	68	DB	2
C. HENLEY	68	DB	1

STEELERS

[illegible]

TITANS

NAME		NUMBER		POSITION	
1	M. MATTHEWS	74	C	41	95
2	K. LONG	79	D	41	86
3	D. WALKER	82	D	10	78
4	S. JACKSON	74	D	103	78
5	R. BLOPP	73	D	709	67
6	C. MCNEILLO	38	D	67	74
7	S. REALE	21	D	308	74
8	N. ROBERSON	51	D	308	80
9	A. ST	35	D	308	80
10	D. SHAFY	37	D	88	77
11	A. ROBERT	33	D	88	47
12	F. OTT	42	D	88	71
13	A. FORT	48	D	64	47
14	K. KOLAKS	96	D	72	82
15	M. JONES	96	D	71	75
16	J. ROBERSON	90	D	68	66
17	L. EMMIS	91	D	66	66
18	A. SCHAPEL	78	D	71	75
19	R. FORD	95	D	77	73
20	D. OLSON	92	D	07	69
21	F. RISK	97	D	07	66
22	J. LATHAM	66	D	07	49
23	A. E	71	D	6	87
24	A. BORG	41	D	6	72
25	A. ROZ GREGO	3	K	6	67
26	L. KALOS	55	D	88	88
27	J. PUGH	51	D	86	88
28	D. SULLIVAN	58	D	83	85
29	T. KELLY	56	D	83	85
30	R. WENTHUR	52	D	67	67
31	C. HERRICK	15	P	66	66
32	N. MOYILAN	9	P	100	09
33	H. STOKER	12	P	08	82
34	A. OB	13	D	08	82
35	E. GORRGE	27	D	08	91
36	L. MEAL	22	D	83	83
37	S. THOMAS	20	D	83	70
38	R. HAYNES	73	D	62	62
39	J. MADERS	76	D	57	57
40	E. WATKINS	87	D	74	74
41	J. HARRIS	88	D	75	75
42	T. THORP	82	D	91	91
43	R. O'CONN	87	D	90	90
44	C. SANDERS	81	D	79	79
45	J. KENT	86	D	76	76
46	D. ALMON	83	D	74	74
47		83	D	68	68
48		83	D	48	48
49		83	D	53	53

VIKINGS

NAME	NUMBER	POSITION	BATTING
1. DUNSTON	42	C	100
2. M. WATERS	48	1B	72
3. M. HENNING	37	2B	75
4. M. HENNING	34	3B	74
5. W. HARRIS	42	SS	87
6. HARRIS	74	1B	80
7. L. GARD	23	1B	85
8. A. BISS	32	2B	109
9. L. GARD	25	1B	67
10. L. GARD	20	1B	70
11. L. GARD	25	1B	74
12. L. GARD	20	1B	70
13. L. GARD	25	1B	74
14. L. GARD	25	1B	74
15. L. GARD	25	1B	74
16. L. GARD	25	1B	74
17. L. GARD	25	1B	74
18. L. GARD	25	1B	74
19. L. GARD	25	1B	74
20. L. GARD	25	1B	74
21. L. GARD	25	1B	74
22. L. GARD	25	1B	74
23. L. GARD	25	1B	74
24. L. GARD	25	1B	74
25. L. GARD	25	1B	74
26. L. GARD	25	1B	74
27. L. GARD	25	1B	74
28. L. GARD	25	1B	74
29. L. GARD	25	1B	74
30. L. GARD	25	1B	74
31. L. GARD	25	1B	74
32. L. GARD	25	1B	74
33. L. GARD	25	1B	74
34. L. GARD	25	1B	74
35. L. GARD	25	1B	74
36. L. GARD	25	1B	74
37. L. GARD	25	1B	74
38. L. GARD	25	1B	74
39. L. GARD	25	1B	74
40. L. GARD	25	1B	74
41. L. GARD	25	1B	74
42. L. GARD	25	1B	74
43. L. GARD	25	1B	74
44. L. GARD	25	1B	74
45. L. GARD	25	1B	74
46. L. GARD	25	1B	74
47. L. GARD	25	1B	74
48. L. GARD	25	1B	74
49. L. GARD	25	1B	74
50. L. GARD	25	1B	74
51. L. GARD	25	1B	74
52. L. GARD	25	1B	74
53. L. GARD	25	1B	74
54. L. GARD	25	1B	74
55. L. GARD	25	1B	74
56. L. GARD	25	1B	74
57. L. GARD	25	1B	74
58. L. GARD	25	1B	74
59. L. GARD	25	1B	74
60. L. GARD	25	1B	74
61. L. GARD	25	1B	74
62. L. GARD	25	1B	74
63. L. GARD	25	1B	74
64. L. GARD	25	1B	74
65. L. GARD	25	1B	74
66. L. GARD	25	1B	74
67. L. GARD	25	1B	74
68. L. GARD	25	1B	74
69. L. GARD	25	1B	74
70. L. GARD	25	1B	74
71. L. GARD	25	1B	74
72. L. GARD	25	1B	74
73. L. GARD	25	1B	74
74. L. GARD	25	1B	74
75. L. GARD	25	1B	74
76. L. GARD	25	1B	74
77. L. GARD	25	1B	74
78. L. GARD	25	1B	74
79. L. GARD	25	1B	74
80. L. GARD	25	1B	74
81. L. GARD	25	1B	74
82. L. GARD	25	1B	74
83. L. GARD	25	1B	74
84. L. GARD	25	1B	74
85. L. GARD	25	1B	74
86. L. GARD	25	1B	74
87. L. GARD	25	1B	74
88. L. GARD	25	1B	74
89. L. GARD	25	1B	74
90. L. GARD	25	1B	74
91. L. GARD	25	1B	74
92. L. GARD	25	1B	74
93. L. GARD	25	1B	74
94. L. GARD	25	1B	74
95. L. GARD	25	1B	74
96. L. GARD	25	1B	74
97. L. GARD	25	1B	74
98. L. GARD	25	1B	74
99. L. GARD	25	1B	74
100. L. GARD	25	1B	74

FREE AGENTS

NAME		RANKED POSITION		NAME		RANKED POSITION	
1	J. BERGLUND	47	C	1	P. FASCHIN	37	18
2	R. BART	5	C	2	L. LORANT	52	18
3	R. BART	6	C	3	E. BOKOR	50	18
4	G. JACSON	40	06	4	R. KAHLOS	50	18
5	M. ZATHE	36	08	5	M. HENCS	3	4
6	M. BART	36	08	6	L. TORON	4	4
7	M. BART	36	08	7	E. BART	4	4
8	L. KALNEK	34	08	8	M. KOLAS	17	03
9	S. BELYAK	34	08	9	R. FENKA	10	08
10	M. POKR	35	08	10	P. HENCS	10	08
11	G. BOCSEY	35	08	11	S. HATVANS	11	7
12	A. WOLKE	32	08	12	L. BOKOR	37	08
13	G. BOCSEY	32	08	13	L. BOKOR	37	08
14	C. CANYI	25	08	14	L. BOKOR	37	08
15	T. BOKOR	23	08	15	L. BOKOR	37	08
16	P. POKR	23	08	16	L. BOKOR	37	08
17	C. CANYI	23	08	17	L. BOKOR	37	08
18	C. CANYI	23	08	18	L. BOKOR	37	08
19	C. CANYI	23	08	19	L. BOKOR	37	08
20	C. CANYI	23	08	20	L. BOKOR	37	08
21	C. CANYI	23	08	21	L. BOKOR	37	08
22	C. CANYI	23	08	22	L. BOKOR	37	08
23	C. CANYI	23	08	23	L. BOKOR	37	08
24	C. CANYI	23	08	24	L. BOKOR	37	08
25	C. CANYI	23	08	25	L. BOKOR	37	08
26	C. CANYI	23	08	26	L. BOKOR	37	08
27	C. CANYI	23	08	27	L. BOKOR	37	08
28	C. CANYI	23	08	28	L. BOKOR	37	08
29	C. CANYI	23	08	29	L. BOKOR	37	08
30	C. CANYI	23	08	30	L. BOKOR	37	08
31	C. CANYI	23	08	31	L. BOKOR	37	08
32	C. CANYI	23	08	32	L. BOKOR	37	08
33	C. CANYI	23	08	33	L. BOKOR	37	08
34	C. CANYI	23	08	34	L. BOKOR	37	08
35	C. CANYI	23	08	35	L. BOKOR	37	08
36	C. CANYI	23	08	36	L. BOKOR	37	08
37	C. CANYI	23	08	37	L. BOKOR	37	08
38	C. CANYI	23	08	38	L. BOKOR	37	08
39	C. CANYI	23	08	39	L. BOKOR	37	08
40	C. CANYI	23	08	40	L. BOKOR	37	08
41	C. CANYI	23	08	41	L. BOKOR	37	08
42	C. CANYI	23	08	42	L. BOKOR	37	08
43	C. CANYI	23	08	43	L. BOKOR	37	08
44	C. CANYI	23	08	44	L. BOKOR	37	08
45	C. CANYI	23	08	45	L. BOKOR	37	08
46	C. CANYI	23	08	46	L. BOKOR	37	08
47	C. CANYI	23	08	47	L. BOKOR	37	08
48	C. CANYI	23	08	48	L. BOKOR	37	08
49	C. CANYI	23	08	49	L. BOKOR	37	08
50	C. CANYI	23	08	50	L. BOKOR	37	08
51	C. CANYI	23	08	51	L. BOKOR	37	08
52	C. CANYI	23	08	52	L. BOKOR	37	08
53	C. CANYI	23	08	53	L. BOKOR	37	08
54	C. CANYI	23	08	54	L. BOKOR	37	08

PLAYERS



NFL 2K

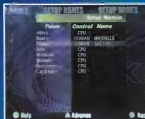
FANTASY DRAFT



NOTE: IN THE DRAFT ORDER, THE TEAM THAT PICKS FIRST IS THE TEAM THAT PICKS LAST IN THE FOLLOWING ROUND. THE TEAM THAT PICKS LAST IN THE FOLLOWING ROUND IS THE TEAM THAT PICKS FIRST IN THE FOLLOWING ROUND. THE TEAM THAT PICKS FIRST IN THE FOLLOWING ROUND IS THE TEAM THAT PICKS LAST IN THE FOLLOWING ROUND. THE TEAM THAT PICKS LAST IN THE FOLLOWING ROUND IS THE TEAM THAT PICKS FIRST IN THE FOLLOWING ROUND.

TIPS FOR BUILDING YOUR TEAM

- Go for the skill positions first (quarterback, wide receiver, tight end, and running back).
- Defense comes second, because only the finest defensive players make a difference in this game.
- Offense will win the games during your Fantasy League Tournament.
- Alternate drafting offensive lineman while you pick up your defenders. A good offensive line helps your running and passing games.
- Kickers are a dime a dozen. You control whether you can kick the field goal, so picking up a stud kicker won't help. This is a last round pickup.
- Once you've got your front-line players, you can have the CPU finish out the draft. Do you really want to be drafting your third-string offensive tackle?



NOTE: IN THE DRAFT ORDER, THE TEAM THAT PICKS FIRST IS THE TEAM THAT PICKS LAST IN THE FOLLOWING ROUND. THE TEAM THAT PICKS LAST IN THE FOLLOWING ROUND IS THE TEAM THAT PICKS FIRST IN THE FOLLOWING ROUND.

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PRIMA'S OFFICIAL STRATEGY GUIDE



TOURNAMENT FINE (MAXIMUM) is the highest fine you can receive for a player. It is the highest fine you can receive for a player.



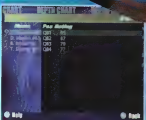
MAXIMUM FINE is the highest fine you can receive for a player.



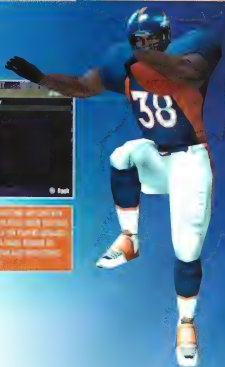
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FANTASY DRAFT

SEGA
SPORTS

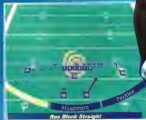
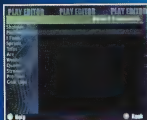
NFL 2K

PLAY EDITOR

IS YOUR TEAM'S PLAYBOOK MISSING THAT ONE PLAY THAT WILL KEEP YOU FROM THE PLAYOFFS? WANT TO RELIVE ONE OF THOSE CRAZY SANDLOT PLAYS YOU HAD WHEN YOU PLAYED OUTSIDE WITH YOUR BUDDIES? WELL THEN SLIDE ON OVER TO THE CUSTOMIZE/PLAYS MENU AND GIVE IT THE OLD COLLEGE TRY.



SEGA SPORTS NFL 2K PLAYBOOK: THE SEGA SPORTS NFL 2K PLAYBOOK IS THE SEGA SPORTS NFL 2K PLAYBOOK.



SEGA SPORTS NFL 2K PLAYBOOK: THE SEGA SPORTS NFL 2K PLAYBOOK IS THE SEGA SPORTS NFL 2K PLAYBOOK.

SEGA SPORTS NFL 2K PLAYBOOK: THE SEGA SPORTS NFL 2K PLAYBOOK IS THE SEGA SPORTS NFL 2K PLAYBOOK.



PRIMA'S OFFICIAL STRATEGY GUIDE



With this play, you'll be able to block the defense's line of scrimmage.



With this play, you'll be able to block the defense's line of scrimmage.



With this play, you'll be able to block the defense's line of scrimmage.



... ON A PITCH TO THE RIGHT



NFL 2K

GO TO THE OPTIONS MENU AND SELECT CODES TO ENTER THE FOLLOWING WORDS. ENTER THE CODE CORRECTLY AND YOU'LL UNLOCK THE SECRETS.

ONCE THESE CODES ARE ENTERED, THEY WILL STAY IN EFFECT UNTIL YOU RESTART THE GAME.

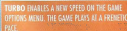
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